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# GAMEFAN

ENTERTAINMENT WEEKLY MAGAZINE

VOLUME 2 NUMBER 40



**N64 EXCLUSIVE!**  
**DIDDY KONG**  
**RACING!**

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**ZELDA 64**  
**F-ZERO 64**  
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**A BANDICOOT**  
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**TOMB**  
**RAIDER**  
*THE ADVENTURE*  
**CONTINUES! II**

**BEHIND THE SCENES AT LOBOTOMY**  
**THE INSIDE SCOOP ON QUAKE AND POWERSLAVE 2!!**

**PLAYSTATION EXCLUSIVE! NAMCO'S KLONOA**  
**ALSO: MEGAMAN NEO, RESIDENT EVIL 2 & LOTS MORE!!**



It'll take your breath away,  
followed shortly by your  
arms, legs and head.

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**kalisto**  
entertainment





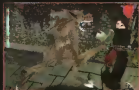
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Explore Gothic London as the faithful Ignatius or sword-wielding Nadia. Solve puzzles that'll lead you to the evil Adam Crowley.



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The nightmare begins October 31.  
For more on this tale of terror, call  
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Question; Can Nintendo release one first-party game this November and sell over a million copies right out of the gate... more than any 2-3 PS or SS games combined... on cartridge? That's more than FF7 is projected to sell nationwide in its entirety.

A forgotten format in Japan, US gamers obviously beg to differ as we alone have become the Nintendo nation, embracing the Nintendo 64 and the cartridge format to an astonishing degree. Recently, at the first annual Nintendo Gamers Summit, we had the pleasure of viewing the game Nintendo says will do just that, Diddy Kong Racing. That's right, the current cutting-edge CD system, loaded with high quality software, an exclusive deal with Square (the worlds richest game maker), and a low price tag can be simply put down by a cartridge system with no current hit RPG, no Action RPG, and no Capcom or Namco fighter. Yep. And it's been out half as long. This question I pose to you because recently it was asked of me. Is it quality over quantity? Or perhaps it's simply because Sony has not had sufficient time to invade the American psyche. Nintendo brought games back, ruled the 8-bit world; they control the portable gaming world, and fought a well publicized battle with Sega in the 16-bit wars. Sony just got here. But still I find this peculiar. What about Crash 2, Tomb Raider 2, and Final Fantasy 7? How is it that these deep exquisite games loaded with intrigue, drama, action and everything in between can be thwarted by furry little creatures in cute little vehicles dashing madly about to the zany goodness of cartridge tunes? Not to take anything away from DKR, it's amazing.

Personality, I love all 3 current consoles

"I dig any company that can kick this much butt for this many years"

and couldn't live without any one. But here's the key. If I was 15 and I walked into the toy shop with Mom... you know what I'd be walking out with... a Nintendo 64. Little Jimmy is only getting 5-10 games a year, so Nintendo is right on target for him. On the other hand Nintendo grabs a huge helping of the enthusiast market as well by resurrecting the legendary softs we grew up with, like Mario, F-Zero, StarFox, Metroid, and Zelda.

In Japan the entire gaming public seems enthusiast-based where in America much of the gaming public views it as one of many hobbies. That's my explanation, but I suppose only you really know the true answer.

I'll tell you one thing: Sony has begun to build what Nintendo did many years ago. FF7 has had a major impact, selling in record numbers all over the country and Crash 2, well, it's something special. And Sega... well, I could tell you what Sega's got cookin', but then I'd have to move to China. Trust me, the fun's just starting. As for Nintendo, well, I dig my N64 and any company that can kick this much butt for this many years. I guess that about sums it up.

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[illegible]

**NFL**  
**QUARTERBACK**  
**CLUB**  
**98**

sweat the details

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**"GOES 0 TO 60  
IN 4.5 SECONDS.**

**DEPENDING ON YOUR ARM."**

Ben "Smasher" Jackson





SAVE THE GAS MONEY.

THIS BABY RUNS ON ADRENALINE. YOUR ADRENALINE.

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INTERACTIVE

You've been warned.

CORE

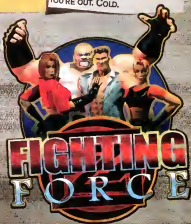


BECAUSE POST-MILLENNIUM MAYHEM HAS STRUCK.

AND IT'S GONNA TAKE MORE THAN A SEMI-AUTOMATIC  
TO SURVIVE THESE 3D MEAN STREETS, SUBWAYS AND  
SCUM-FILLED CITY PARKS.

WHERE FIGHTING THE CROWDS HAS A  
SLIGHTLY DIFFERENT MEANING.

JUST KEEP YOUR EYES PEELED,  
BECAUSE ONE GOOD THROW AND  
YOU'RE OUT. COLD.



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It's to a human what



FINAL FANTASY VII

headlights are to a deer.



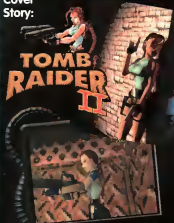
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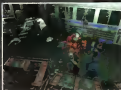
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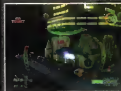
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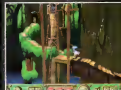
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MEET NAMIRA.  
SHE'LL BREAK  
YOUR HEART.  
CRUSH YOUR BONES.  
KICK YOU INTO  
A LAVA PIT.  
THEN SHE'LL SNEER  
AT YOUR WEAPON.

(AND SHE'S ONE OF THE NICE ONES.)



It's *Mace - The Dark Age*. The most graphically stunning 3-D fighting game to ever come home. In fact, *Next Generation* says, *Mace* is well on its way to being the best 3-D fighting game for Nintendo 64.\* There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face kicked in, we suggest you hit the 3-D Dodge Button—it might just save your butt. Not to mention your life.

# MADE

## The Dark Age

## EVERYTHING'S A WEAPON

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BESIDES DANGER  
AND INTRIGUE,  
**TREASURES  
OF THE DEEP**

OFFERS SOMETHING  
THAT'S BEEN LACKING  
IN ACTION/ADVENTURE  
GAMES.



What's the missing ingredient from action and adventure games? Salt water. *Treasures of the Deep™* places you in the role of Jack Runyan, ex-Navy Seal. Your global treasure trek whisks you from the shark-infested Great Barrier Reef to the foreboding abyss of the Mariana Trench. You'll utilize lethal high-tech weaponry and submersibles as you explore sunken ships, battle sea monsters and thwart terrorists. Grab your scuba gear. It's time to dive into danger.



Your underwater hardware is 100% high-tech: robotic vehicles, homing torpedoes and heat seeking mines are all at your disposal.

# ACTION AND

14 treasure-hunting missions, including Antarctica, the Bermuda Triangle and the sunken Aztec ruins off the Yucatan Peninsula.



Blow up enemy subs, battle stealthy frogmen assassins and spear voracious sharks before they snack on your snorkel.





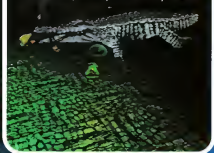
The most striking 3-D world in all of game-dom. Realistic sea creatures propel themselves with polygon perfection.



Pilot 8 state-of-the-art submarines. Amass your fortune and trade up from a USN RV-1 mini-sub to a deadly Viper attack sub.

# ADVENTURE.

Explore mysterious wrecks, retrieve a lost satellite, defuse a nuclear warhead, then treat yourself to some alligator shoes.



## TREASURES OF THE DEEP

THIS TIME, YOU'RE IN OVER YOUR HEAD.



**namco**

[www.namco.com](http://www.namco.com)



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# Top 10 Most Wanted

FOR THE WEEK ENDING 7/30/97

## READERS' TOP TEN

1. Mario Kart 64 - N64
2. Resident Evil - PS
3. Tomb Raider - PS
4. Star Fox 64 - N64
5. Tekken 3 - Arcade

6. Wild Arms - PS
7. Shining Holy Ark - Saturn
8. Jet Moto - PS
9. Vandal Hearts - PS
10. Mario 64 - N64

## READERS' MOST WANTED

1. Final Fantasy VII - PS
2. Zelda 64 - N64
3. Resident Evil 2 - PS
4. Tomb Raider 2 - PS
5. Metal Gear Solid - PS



6. Castlevania SOTN - PS
7. Jet Moto 2 - PS
8. Goldeneye - N64
9. Grandia - Saturn
10. Clock Tower - PS

## GAMEFAN EDITOR'S TOP TEN

1. Final Fantasy VII - PS
2. Silhouette Mirage - Saturn
3. Crash 2 - PS
4. Klonoa of the Wind - PS
5. Mischief Makers - N64
6. Goemon 64 - N64
7. Castlevania: SOTN - PS
8. MegaMan Neo - PS
9. Street Fighter EX Plus α - PS
10. Extreme G - N64

1. Final Fantasy Tactics - PS
2. Final Fantasy VII - PS
3. Virus - Saturn
4. Castlevania: SOTN - PS
5. Klonoa of the Wind - PS
6. Langrisser IV - Saturn
7. Kurokawa's Gate - PS
8. Alundra - PS
9. Star Ocean - Super Famicom
10. Policenauts - Saturn

1. Final Fantasy VII - PS
2. Abe's Oddysee - PS
3. Grandia Demo - Saturn
4. Tomb Raider 2 - PS
5. Crash 2 - PS
6. Silhouette Mirage - Saturn
7. Mischief Makers - N64
8. Street Fighter EX Plus α - PS
9. Time Crisis - PS
10. Quake - Saturn

1. Final Fantasy VII - PS
2. Marvel Super Heroes - PS
3. Goldeneye - N64
4. Point Blank - PS
5. Nightmare Creatures - PS
6. Bio Hazard 2 (demo) - PS
7. Clock Tower - PS
8. Sega Ages - Saturn
9. Croc - PS
10. MegaMan X4 - PS

1. Bio Hazard 2 (demo) - PS
2. SFW 2nd Impact - Arcade
3. Samurai Spirits RPG - Neo-CD
4. Klonoa of the Wind - PS
5. Gradius Garden - PS
6. Rockman Dash - PS
7. Evangelion: Ikedai no Gattai - PS
8. Pocket Fighter - PS
9. Final Fantasy VII International - PS
10. Street Fighter Collection - SS

1. Final Fantasy VII - PS
2. Goldeneye - N64
3. Goemon 64 - N64
4. MegaMan X4 - Saturn
5. Gun Bullet - PS
6. Formula One DE - PS
7. Street Fighter EX Plus α - PS
8. Tetrisphere - N64
9. Last Bronx - Saturn
10. Katochan Kenchan - PC

# WIN

THE GAME SYSTEM OF YOUR CHOICE! ENTER TODAY!

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAMEFAN RFP 10M, 5130' Cherokee Dr., Suite 210 Agoura Hills, CA 91301

**First Prize:** Pocket GameBoy

**Second Prize:** Your choice of one of the Picks of the Month in Vespene.

**Third Prize:** A FREE year of GameFan! The best magazine in the universe!

**Congratulations** to last month's winners:

**First Prize:** Anthony Ramirez, Chicago, IL  
**Second Prize:** Ryan Lee, Rolling Brook, IL  
**Third Prize:** Arin-Cromwell, Maplewood, NJ

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations write: GameFan Top Ten with self addressed & stamped envelope.

## DEVELOPER'S TOP TEN

1. Mario 64 - N64
2. Netrek - Unix/X- Windows Freeware
3. Ultima V - C-64
4. Pirates! - C-64
5. Waverace 64 - N64
6. F-19 Stealth Fighter - PC
7. System Shock - PC
8. MAME - PC Freeware
9. Space Taxi - C-64
10. Cornco 3D - PC Shareware

This Month's Guest:  
**Ezra Dreisbach (Lobotomy Software)**  
 Insanely Talented Programmer



# HIS ENEMIES SEE A



Help Croc, the crusading crocodile, rescue his peace-loving Gabba Islander friends from the grasp of an evil magician, Baron Dante. Croc must overcome obstacles like lava flows and castle trap doors to battle monsters including swarming sharks to giant bees. Each island world brings a new adventure to Croc, as he hunts for powerful crystals and the pieces to the puzzle that will release his friends from the Baron's spell.



- Free roaming 3D gameplay lets you go anywhere as you run, jump, climb, push, swim and jelly jump!
- Breathtakingly lush graphics in over 50 amazing environments including forests, glaciers, deserts, lava flows and underwater caves.



# NEW SET OF LUGGAGE.



## Croc

LEGEND OF THE GOBBOS

[www.foxinteractive.com](http://www.foxinteractive.com)



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**YOU SEE A NEW  
ADVENTURE HERO.**



# WOLFINGERS WALL

IT'S  
BAER!

And so am I! Welcome to the return of **THE WALL**! Once again the call goes out to all you perspiring artists everywhere. So send in your latest creation and maybe, just maybe, we'll display it here for all the world (well, a bunch of people) to see. This time around we're givin' out cool anime and game based wall scrolls (hey, art for art!) to the top 2 works a fart each month. So there it is. Have at it then.

Dallas Ragon's latest work of art depicts his love for SD Capcom characters which he's managed to er, mold, shall we say, explicitly. Here kitty, kitty... Wall scroll number 2!



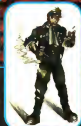
More FF7 from the infamous Marian Churchland of Vancouver, Canada. Marian's latest installment of "Silk" looks great. We'll print more work by this inspired "dudette" next month.



Looks like Spawn is pretty pissed off about something! Luis Erasquin, Alexandria, VA, knows what VG Mag to buy. That's right baby! RESPECT!

## ...And the Winners are...

Even though he's matured the entire cast, "Tommy," boyfriend of Mindy Mendez, New York, NY. shows awesome technique and much skill with his own depiction of FF7.



Luis Erasquin also has FF7 on his mind... (Who doesn't?) Nice and moody, keep up the good work Lui!



Dallas has a fan in Jordan Cook, Liberty, MS. Very cool. Definitely a manga fan!





1-800-VIR-GAM1

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# Do the hero thing.

## Disney's HERCULES Action Game

Zeus has answered your prayers. And now, it's time to take your place among the gods in this hot new PlayStation™ game console adventure. Explore three worlds of 3-D gameplay right out of Disney's Hercules movie—with the original character voices, sound effects and music. Mangle monsters like Hydra and the Cyclops. Terminate the Titans. Save Thebes from a hostile takeover. Hey, the game can make you immortal!

Survive the Hero Training Gauntlet!



Watch out for snake-headed Medusa and her Hissing Venom Spit.



Real-time 3-D landscapes and special effects are cool when you're protecting Mt. Olympus from a fire-breathing Titan attack.



Defeat your enemies with your Power Sword.



Slay multiple heads as you face the vicious Hydra.



Think fast as the Cyclops will get you.

Includes special five-color disc.



Also available on PC CD-ROM.



INTERACTIVE

[www.vie.com/hercules](http://www.vie.com/hercules)



# F1 POLE POSITION 64

**The ONLY Racing Simulation for  
the N64 is Coming this October!**

**16 Tracks, 22 Drivers,  
11 cars...Pure Pulse-pounding  
Formula One Action!**

[www.ubisoft.com](http://www.ubisoft.com)

**Ubi Soft**  
ENTERTAINMENT



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While I resent give props to Sony for licensing this to the US, I resent also only this, instead of Rival 770. The experimental test and unique value of the fighting action is different, but it just doesn't come near May like the could have. And while I can appreciate the "ivorian" your input, the son bit really need to go away, for now. The game is decent and isn't half bad in 2-player mode, but I can't help but think this should have been cared for more powerful hardware.

G C P M 70

So the Playstation can't do 2D, huh? Kamek might be difficult. Caricatured *SOTW* is an spin quest, a getting edgewise that risks old school 2D gameplay with some of the recent headfirst art and effects over witnessed in a videogame. *SOTW* dips true to spirit of *Super Mario* while introducing a brace of new game features and a whole new *Super Mario* spin level structure. Add to that an engaging storyline, perfect control, and a soundtrack that WILL break you. *SOTW* is an initial paragon. For everyone. Everywhere.

**G C P M O 96**

stern. A couple of hours later and boom, man, you're all dead. Of course you can do this several times, courtesy of multiple endings, but that still doesn't make for an altogether likable game. And I'm only saying that because of the type of game *Clark Power* is: A 3D adventure. A good, atmospheric, chunky 3D adventure game, what you, so matter how small. The feeling of fear and suspense is underlined as the crazed *Scienzeviva* shrills shriek, and the spindly scientist and ratchet engine help to flesh out much of the creepy mood.

**G C P M O** **83**

simple. Get me smiling and you're laughing. The gamemaster is great, and with classic film themes, only those people with bad eyes, and no taste will complain. There are studies of different levels with cool leaders to kill, lines of inmates, and funny little games to master. The scenes are a little more in detail, but believe me, the end of game state is rock hard. Sure, it borrows ideas from *Chalk and Cheese*, but it has enough twists of its own to make a difference. Get it now...

**G C P M O 85**

little black runner-type dog? I see it! G-Police is a cool concept well executed. It looks good, sounds good, plays well and gives you the opportunity to blow some smoke off half out of lawsuit lawyers going about their daily business. And that's got to count for something, right? The various retention objectives are varied and interesting, while the use of ground forces adds a strategic element to the content.

**G C P M O 83**

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NINTENDO 64



SCRAM

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233

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1935 S Ho

TOM'S TE



EXTENDED



FOR EXAMPLE.

BEHIND A TREE,

AND HIDE

FOR THE WOODS

LIKE HIGHTAIL IT

SWORD FIGHT,

REAL SAMURAI

YOU'D DO IN A

ALL THE THINGS

NOW YOU CAN DO





REAL ENOUGH FOR YOU?  
NO LIFE BAR  
NO TIME LIMIT  
BLOODY DEATH BLOWS  
MASTER SWORDPLAY  
FORESTS, TEMPLES  
FIGHT IN RIVERS,

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SEGA SATURN   
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ONE MAN. ONE SOLUTION. ONE STATE OF MIND.



# MISCHIEF MAKERS

## Knightmare's Mini Strategy Guide: Collect all the Yellow Gems!

Every level in *Mischief Makers* contains a yellow gem, sometimes hidden, sometimes not. In order to view the complete ending you must collect all 32 yellow gems. Here is a run-down on where to find them.



**1.1 -** Take the Clancer statue from the first hut and place it on the fire to the left.

**1.2 -** Just to the left of the long line of fire there is a high ledge with the yellow gem in plain view.

**1.3 -** In the area with the bells moving on tracks, grab the orange ball (the fastest) and pull down to release a bomb directly above the red blocks. This reveals a star which takes you to the yellow gem.

**1.4 -** Just before the rotating circle of spiked balls jump up right to reach a high ledge which leads to the yellow gem.



**1.5 -** At the spring ball to the right end of the pit (and a wall timed bomb) to get on top of the building. Get a bomb from the bomb dispenser, drop down left and quickly negotiate the inside of the structure until you reach a red destructible wall on your right. Destroy the wall and shake the Clancer inside for the gem.

**1.6 -** Near the end of the level you will encounter three Clancers throwing grenades at you from atop red structures. Shake the third Clancer for the gem.

**1.7 -** Grab the snake's head and shake him.

**1.8 -** Make sure your Clancer friends are not crying at the end of the level.

**1.9 -** When you reach the bomb dispenser you must take a bomb up and right across a series of platforms to reach a room blessed by two old walls. Destroy both walls and the gem is yours!

**1.10 -** Go right until you reach two purple and white platforms, one above the other. Jump up onto the higher platform and travel back left across a series of high platforms to reach the gem.



**2.1 -** The gem is easy to find near the end of the level. From if you fall to the lava while collecting it you'll still keep it.

**2.2 -** When you are near the exit drop a bomb on the red structure leading to the star and follow it up, first left, then right. Jump onto the moving platform and ride it up for the gem. You've got to be quick!



**2.3 -** Dashing jump right and air boost from the star to reach a new platform. Do this again and you will reach the gem.

**2.4 -** Stand above the white ball as the blocks disintegrate and drop down to catch it. Pull it, then bounce off up right and boost to reach the star. Continue on to the end of the level and pull the white ball near the exit star for the gem.

**2.5 -** Face the exit star continue to swing right until you reach the gem.

**2.6 -** Grab the bee's head and continually tag it until the gem appears.

**2.7 -** From the exit star continue jumping up on the descending bells until you reach a platform directly above the exit star with the yellow gem.

**2.8 -** As you fall take the right path and then the right hand opening in the spike wall. The gem is outside, close to the spike wall on the left.

**2.9 -** Just past the first moving spring ball there is a low platform with a Clancer on it. Shake him!

**2.10 -** Continue climbing up past the exit star until you see an opening in the left wall. Jump through, drop down and collect the gem.

**2.11 -** Beat the boss without getting hit to earn the gem.



**2.12 -** Collect the six blue gems (from the gem ball) in your pot and then another six past the red destructible wall. Mix them together to form two green gems, then mix them together for the yellow.

**2.13 -** Fight near the start of the stage is a Clancer on the ground with a throwing star. Shake him for the gem. Get hurry, he gets killed very quickly.

**2.14 -** Keep the missile pointed skyward once you reach the exit star. The gem is up high.

**2.15 -** The gem is positioned above the swinging Clancers.

**2.16 -** In the second part of the level you will find a white ball that when tugged produces a bomb. Pull it, but catch the bomb before it hits the red blocks. Take the bomb left to the enclosed area with the pot and drop it on the ceiling. Quickly get the pot take it to safety. Mix the contents to produce a jet pack Clancer and use him to fly up to the top of the level for the yellow gem.

**2.17 -** Grab the Frost Wolf's head and keep on tagging.

**2.18 -** In the first area use the Clancer on a spring to bounce up left on a series of spiked balls (left of the first star) leading to the gem.

**2.19 -** Catch a couple of the boss' gun bursts.

**2.20 -** At the end of the level join in the game of rage skipping. After a few red gems the yellow gem will appear.

**2.21 -** Beat the you meters event in under six seconds.

**2.22 -** Defeat the cat without getting hit and without crossing the line in the middle of the arena.

**2.23 -** Kill the boss without getting hit! Practice makes perfect.



**2.24 -** Near the end of the level there is a star that you must jump to reach that takes you to the room with the gem. Easy.

**2.25 -** Get the gem by catching the lightning blast from the cloud and throwing it at the frog to finish him.



**2.26 -** As you rescue each Clancer shake them BEFORE you talk to them. One of them has the yellow gem.

**2.27 -** Break through the brown blocks, go a bit further right, then back track left on the highest level till you come to a star. You will go through a series of stars with rotating exit points (the sparkle shows where you will exit). Take the right ones and you will get the gem.

**2.28 -** Found in the right most (and lowest) blue block. Let the Clancer drop a bomb on it to fire the gem.

**2.29 -** When the cyborg does a dashing

punch, grab his head and throw him in the direction he was going. If he hits a wall, you will get the gem.

**2.30 -** In the room on the farthest right of the level (with a ghost) there are 9 gem statues. Take a bomb from the middle of the level and destroy the statues.

**2.31 -** The gem is right at the end of the level, on the ground left of where the king is.



**2.32 -** Throw the mole then repeatedly jump on his tummy. Eventually he'll cough up the yellow gem.

**2.33 -** Shake the Clancer to the right of the Green 'a' for the gem.

**2.34 -** Once napped, heat the boss without getting hit.

**2.35 -** This level is split into four sections, each with a Mech Clancer boss. After you beat the third Mech, and enter the fourth section, grab and shake the first (sometimes second) GRAY and BLACK Clancer that runs unscathed.

**2.36 -** Catch one of the energy bursts the boss fires at you.



**2.37 -** The gem is in one of the missiles, normally the fourth or fifth. Shake the missiles to release the gem.

**2.38 -** When the falcon lunges at you with his lance, grab it, pull it away and shake it to reveal the gem.

**2.39 -** In the puzzle room after you destroy the second set of red blocks (so you can exit) remove the statue (that was catching the bomb) and blow up the red blocks below to reveal a star. Follow the trail to the pink ball which contains the gem.

**2.40 -** Defeat the boss without getting hit!

**2.41 -** One of the many words you grab says "sad" in Japanese. Shake it and it turns to "happy," giving you the gem.

**2.42 -** Once again, don't get hit!



Meet the root  
of our evil

MORTAL KOMBAT MYTHOLOGIES  
SUB-ZERO

Midway Sony PlayStation Sega Saturn



Meet the root  
of our evil

MORTAL KOMBAT MYTHOLOGIES  
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MIDWAY NEW LINE PLAYSTATION

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MORTAL KOMBAT MYTHOLOGIES  
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Midway Sony PlayStation Sega Saturn

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MORTAL KOMBAT MYTHOLOGIES  
SUB-ZERO

Midway Sony PlayStation Sega Saturn





## PORSCHE CHALLENGE

Tons of cool cheats!!

Input any code to open up the cheat menu, and simply continue to top in any other code you desire. Note: This codes have to be entered rather quickly.

**Unlocked Trics:**  
L+L2  
R1+R2+SQUARE

**Testdriver:**  
Available:  
RIGHT+SQUARE  
LEFT+SELECT+  
CIRCLE

**Fish Eye Lens:**  
TRIANGLE+SQUARE  
+CIRCLE L2 R2  
R2

**Time Test Drivers:**  
LEFT+CIRCLE  
RIGHT+SELECT+SQ  
UARE

**User Car Jumps:**  
SQUARE CIRCLE  
SQUARE

**All Cars Jumps:**  
UP+SQUARE  
UP+CIRCLE

UP+SQUARE  
UP+CIRCLE  
UP+SQUARE  
UP+CIRCLE

**Head Room:**  
UP LEFT  
RIGHT+SELECT

**Invincible Car:**  
(Oliver crushes the  
program)  
SQUARE+CIRCLE  
L2+R2  
SQUARE+CIRCLE  
L2+R2  
SQUARE+CIRCLE

**Hyper Car:**  
SELECT+SQUARE  
SELECT+CIRCLE  
SELECT+SQUARE+C  
IRCLE

**Mirror Mode:**  
LEFT+CIRCLE  
DOWN+TRIANGLE



RIGHT+SQUARE

**Interactive Tracks**  
Available:  
DOWN+START  
UP+START SELECT  
START

**Long Tracks Avail-**  
able: UP+SELECT  
DOWN+SELECT  
START SELECT

**High Values:** UP  
TRIANGLE UP TRI-  
ANGLE

**End Game (Cred-**  
its + View) SQUARE  
CIRCLE  
LEFT+SELECT  
RIGHT+SELECT



## Time Crisis

Quiet Mode, Easy Mode, and hard-core Gens. Thank codes!

The Cheat Menu can be opened at the title screen by shooting the middle of the "H" twice, and then the middle of the cross-hairs twice. Make sure you're accurate down to the pixel or it won't work. New code!

**Invincible Life:** ShootH+Ea 0005

**No Time Limit:** ShootH+CRC 1775

**Invincible bullet:** ShootH+Da 0005

**EASY MODE:**

At the Arcade mode, reload or shoot out of the screen.



## Treasures of the Deep

Cool camera tricks!

It's all about perspective, man. Enjoy this undersea adventure with brand new camera angles in this "Director's Mode":

**Code Entry:**

Pause the game and press Down, X, Left,

Square, Up, Up, Triangle, Triangle, Right, Right, Circle, Circle, Triangle, Square, X, Square.

Hold Select and use the D-pad and shoulder buttons to zoom and pan the cam!



# Recent Sightings of an Endangered Species



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# MASS DESTRUCTION



Don't just sit there...

## SHOOT!



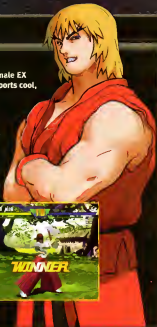
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### Miko Hokuto code!

Miko Hokuto (priestess Hokuto) is the "non-evil" version of this popular female EX character. She uses a priestess wand instead of Hokuto's typical fan, and sports cool, bright outfits. And she rocks!

### Code Entry:

First, pick Evil Hokuto with any punch or kick button. Then hold down the two punch or kick buttons you *didn't* select Hokuto with (i.e., if you pick her with Jab, hold down Strong and Fierce. If you pick her with Forward, hold down Short and Roundhouse) along with L2 and Start. Continue to hold while the game loads, and hey diddle-dee-presto, Miko Hokuto is yours!!! Check out that wacky purification flail! Miko Hokuto has all the moves of Evil Hokuto. "Waruku omowanai!!!"



### LOST WORLD Level Passwords!!

This game is tough!  
Use these level  
codes to get past  
troublesome

stages or simply to  
check-out later lev-  
els. The codes  
start you with 7  
lives too, so enjoy!

Copy Complete  
Level (Hunter)

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00 XX

00 AA

00 AA

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eat.  
burp.  
eat.  
burp.  
eat.  
burp.  
puke!



These guys know how to party.



SEGA SATURN



**MIDWAY**

**RAMPAGE**  
WORLD TOUR

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IN  
:06 SECONDS,  
THE COMPUTER  
PILOT IN  
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WILL SEND  
YOUR JET  
CRASHING  
TO EARTH.

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Uh-oh.

**ACECOMBAT 2**

SUPERIOR ENEMY INTELLIGENCE

# SHINING IN THE DARK

Shiny  
VINTAGE

It's only been a few months since we last spoke to our good friends at Shiny, but dammit all, they've been busy months. Not wanting to fall behind, GF sent Nightmare and Sub B down to Laguna Beach to get the scoop on Dave Perry's latest brain children...

## MDK

### MDK (PS, PC)

Much to everyone's surprise (Dave Perry included) *MDK* PS is shaping up to be a fantastic conversion. The game is currently running at a impressive frame rate, with tight control and a fully functioning Sniper mode. Perry is "very happy" with Neversoft's work thus far, and points to the way they've improved the floor textures as an indication of Neversoft's dedication to coding the best possible conversion. Check out our full preview on page 74 for more information. *MDK* PS is scheduled to ship a week before Thanksgiving.



### MDK 2 (PS, PC)

A sequel to *MDK* is already in the planning stage, although Shiny won't be doing the coding themselves. No word on who the developer will be, but Perry says it's possible they may license out some of their new technology to help whoever they choose. Not much is known about the actual game at this time, though Perry did venture a couple of snippets. *MDK2* will be a lot darker and more violent than the original, and will most likely follow the plot of the forthcoming CG/live action movie

(possibly by Mainframe) meaning you will be able to get in moving vehicles capable of traveling underwater. Expect the toy line and TV show to coincide.



## WILD 9

### WILD 9 (PS)

Bad news for those waiting for Shiny's forthcoming 2.5D platform epic—it definitely won't be released this year. Shiny wants to make sure the game is absolutely perfect, and if that means taking more time, well then that's what it means. "We're still adding new stuff," says Perry, "particularly with the torture weapon. We keep thinking of new things to do with it, then the guys have to go back and start re-laying out the levels to take into account these changes." Perry refused to comment on rumors that the real reason for the delay was the importing of the Messiah graphics engine into the game. Estimated release date? April 1998.



## EARTHWORM JIM 3D

### EWJ 3D (N64)

As luck would have it, Shiny received an early "pre-alpha" of *EWJ 3D* from Scottish developers Vis on the day we were visiting. Although early, it actually looks pretty cool (much better than the early screen shots), with a polygon Jim (who, thanks to some clever texturing, still looks 2D) running around a 3D environment firing his gun, jumping and absailing using his head. One other level showed Jim on his rocket flying smoothly through a huge 3D maze. As with *PS MDK*, Shiny will step in near the end of the project to make sure things are "groovy."

"We're still adding new stuff, particularly with the torture weapon." (Wild 9)



### FLY BY WIRE (PS, PC)

According to Perry, *Fly By Wire* will be first-ever PS title designed specifically for the analog controller. At its most basic level *FBW* is a remote control helicopter simulation (the "wire" of the title being the cable connecting the joystick to the machine) with some of the most realistic physics ever consigned to a videogame. It has been designed as a "fit your lifestyle" game, meaning you can play it for 3 minutes or 3 hours, and still enjoy the experience. As you try to master control of the helicopter (the whole point of the game) there will be a number of challenges to attempt like two player competitions, landing on the back of moving trucks, hovering over pads and flying through rings.

It sounds simple in theory, but in reality it is frustratingly addictive. Mastering control of the copter is a constant learning process, and the feeling of flight is remarkably authentic. Perry claims that the game is so realistic that if you fly the remote chopper in this game, you can fly one in real life.



SAC

# MESSIAH

## MESSIAH (PS, PC)

During our visit the Messiah team was hard at work putting together a playable demo for ECTS, so they didn't have any actual gameplay to show us. Doh! Still, Sax demonstrated his spec defying 3D character engine on a variety of Messiah's denizens, complete with realistic stretching cloth and flesh. The engine even allows for the attachment of objects to the models, so characters can pick up and utilize any weapons lying around. Trust me, it looks amazing. What was even more amazing was that Sax already had a stripped down version of the engine running on PS, with Messiah's infamous 'working girl' dancing around inside a complex 3D environment at 60fps! It looked almost as good as the PC version! Remarkable!

So how did Messiah come to be? "I don't know what happened, but we were in a meeting somewhere and somebody said, 'Let's do a baby.' And I thought that was funny because it instantly reminded me of the level in EWU where Jim is outside the suit and you feel helpless. And we wanted to have that feeling in Messiah. You're just this soft, squidgy thing running around that can get hurt and burnt. But suddenly you dive into someone—into their soul—and take over their body and you can use them as armor or camouflage. Like when you get back into Jim's suit in EWU and the gun comes back on-line—you go into aggressive mode. It's a great feeling."

The nature of the gameplay has changed, too. The game is no longer a 1-on-1 battle with another supernatural opponent. "We're changing the design," says Perry. "We're trying to make it more of a 'clean up the world' kind of thing. Like you have a line of prostitutes with a pimp at the end. If you just run up to the pimp as a baby you're dead. But if you possess prostitutes and work your way up the line you can get to the guy and blow him away. Right now we're playing around with possession until it feels right."



"...a complex 3D environment at 60fps!"

## SACRIFICE (PC)

Although only a month into development, Sacrifice is already Shiny's most ambitious title to date. "Most 3D games today are based inside buildings, to make the code faster and easier. With MDK we went outside, with 'arenas,' which are large open spaces. With Sacrifice we have open worlds where you can actually see up to 9 miles. And that gives us a whole new base to work with." Mixing Sax's character engine with Martin Brownlow's stunning world engine (you really can see 9 miles!), you get the best of both worlds—impossibly huge environments with richly detailed polygon characters. The game will be Shiny's first ever multiplayer title (with a minimum of 8 players) and casts you in the role of a wizard living in ancient times. Dotted around the landscape are several 'sacrificial stones'—centers of power that must be claimed and protected by your forces. At these stones you can create other creatures to either guard the stone or go off and capture new territory. Sort of like a fantasy themed 3D Command and Conquer. According to Perry the game will be "very spell based," with a wide range of dramatic, terrain altering, spells such as earthquakes, firewalls and volcanoes. He also plans for the PC version to offer a 4 player split screen mode. No word on a PS version as yet, though anything's possible...



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*Freestyling off the shockwave of enemy shrapnel.*

*Surfing the knife-edge between G-force and burning wreckage!*

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-Ultra Game Players-

"Amazing visuals"

-Ultra Game Players-

"These suckers fly"

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NINTENDO 64



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12 INSANE GRINDING, TWISTING,  
SPIRALLING RACETRACKS.



It's one month till Tomb Raider 2 hits the streets, and all eyes are turning to Core for info on one of the most anticipated sequels of the year. This issue we received a much more complete version of the game, featuring nearly all the levels and most of the weapons and enemies. There's still a lot of work to be

done, but it's already clear that TR2 is going to be something special. You thought the original TR was epic? Trust me—you ain't seen nothin' yet!




In TR2, Lara is seeking an ancient Chinese artifact called

the Dagger of Xian, a mythical weapon which is said to endow anyone who stabs themselves in the heart with it, the power of a dragon. Many years ago a Chinese emperor named Qin Shihuang possessed the dagger, until it was stolen from him by a group of Tibetan warrior monks. The monks hid the dagger in a secret chamber deep within the Great Wall of China, and it's here where Lara's quest begins (if you want to know more about the game's story and locations turn the page).

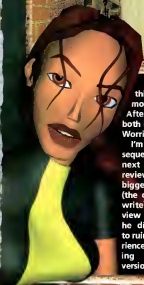
As I mentioned last month, TR2 looks and plays a lot like its predecessor, with a few notable exceptions. Core's motto seems to be: If it ain't broke, don't fix it. Lara has some new moves, like the ability to climb and wade through water, but for the most part the skills you learned in TR will serve you well here. But what if you never played TR? Don't worry. Core has kindly added another training mode for newbies to get up to speed on Miss Croft's abilities. And just in case you were wondering, there are currently no plans to make TR2 compatible with Sony's analog pad.



In TR2, Lara has been given a bunch of new weapons to help her fend off the game's many hostile denizens. There's a harpoon gun (for underwater beasties), a pair of automatic pistols (Glock 18s baby!), an M16 assault rifle, and best of all, a grenade launcher that blows enemies into pieces—Broken Hellx style!

 <b>PREVIEW</b>	 PlayStation	DEVELOPER - CORE	# OF PLAYERS - 1	 <b>KNIGHTMARE</b> DAMN SHE'S GOT BIG...GUNS
		PUBLISHER - EIDOS	DIFFICULTY - N/A	
		FORMAT - CD	AVAILABLE - OCTOBER	





At first glance, the graphics engine also seems very similar to the original—again no bad thing. But look a little closer and you'll soon see the improvements. Smoother animation, more detailed polygon models, larger environments and best of all: real time lighting effects. After checking out this version I can see how the lighting will play a major role in the game, both in terms of aesthetics and gameplay. Looking for a switch in a dark room? Light a flare! Worried about how far down that dark hole goes? Throw a flare in!

I'm really looking forward to TR2. I loved the original and this has all the signs of being a great

sequel. Check back here next month for a full review by the world's biggest TR fan—E.Storm (the only reason he didn't write this preview is because he didn't want to ruin the experience by playing an early version!). K

# TOMB RAIDER

STARRING:  
LARA CROFT

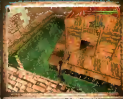
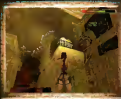
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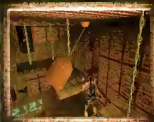
## LOCATION #1 - THE GREAT WALL OF CHINA

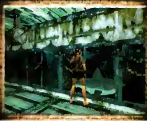
Hot on the trail of the dagger, Lara starts off in a cavern below the wall and must climb up onto the ramparts to continue the level. Tigers, crows and spiders provide natural opposition, while a masked cult named the Fiuma Nera—also out to obtain the dagger—provides the lead. At the end of this section Lara discovers a door locked by a code-wheel mechanism that prevents her from reaching the dagger. Hmm, what to do...



## LOCATION #2 - VENICE

In search of clues that might help her understand the code wheel, Lara travels to Venice and the home of the late magician Gianna Bartoli, a wealthy Italian who spent his life collecting Qin Shihuang's mystical toys. Here she must do battle with rats, guard dogs, and several more members of the Fiuma Nera before encountering her new arch enemy—Marco Bartoli, Gianna Bartoli's son. Watch out for the amazing Opera House level in Venice—it'll take your breath away!





### LOCATION #3 - THE SUNKEN SHIP

In Venice, Lara learns that Gianna Bartoli was supposed to have had the solution to the code-wheel on him when the ship he was traveling on sunk. Not one to lose the scent, Lara pours herself into a skin tight wet suit and dives down into the sunken galleon to continue the hunt. The wrecked ship resides on the ocean floor, upside down, and Lara must negotiate the inside of the waterlogged vessel's ceiling whilst doing battle with sharks, eels, barracudas and scuba divers.



### LOCATION #4 - TIBET

Without giving too much away, Lara must travel to a Monastery high up in the Tibetan mountains for the game's climactic finale. Icy cliffs, giant rolling snowballs, wolves, monks and even yetis provide the opposition, while Lara dons a stylish bomber jacket to keep out the cold. This set of levels feels much more like the original TR, with miles of underground caverns to explore and natural hazards to conquer.





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more torturous  
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Deathtrap Dungeon.



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the evil priestess who's done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.



EIDOS

INTERACTIVE

You've been warned.



# RESIDENT EVIL 2

TRIAL VERSION

SURVIVAL HORROR COMES TO RACCOON CITY...

Unbelievable. I've just played through the first fifteen minutes or so of Resident Evil 2, in the form of the trial version that comes packed in with Resident Evil Director's Cut. I had no idea it would turn out this good—sure, I knew it would be great, but... this is ridiculous! Look at the CG quality of these shots... they represent a gigantic leap over the original, leap-frogging even Square's FFVII CG and stepping into the realm of photo-realism. The level of detail is insane—individual desk accessories can be picked out and post-it notes on cash registers can be identified. Nothing has an artificial look; it's almost as if every scene in the game was based on a real location, as the offices and gun shop featured in the demo have a true "lived in" look... there's just no other way to describe it. The amount of scenes that are stored in RAM has been increased, too: In RE1 you'd be lucky to get fresh angles before the game needed to load again, but in 2 you can get up to sixteen, with no increased load time!

The polygon engine has been vastly improved, as well—RE1's could display a maximum of five human figures on screen, and 2's can display eight. It may not seem like that big of an increase, but just wait until you're being pursued by seven zombies! Character motion has also been expanded upon. While walking around, Leon turns to look at the zombies surrounding him, VP style... even when they're dead. As he takes damage, he shows it—when your life edges into the caution status, he starts using his shotgun as a crutch! The attention to detail is astounding.

CLAIRE REDFIELD

You, Capcom, that's the idea. And this demo is with Director's Cut and soon you'll have...

CHARLIE KENNEDY'S 2 DAILY REPORT - EXCERPT

Zombies, too, can now die in various spectacular ways, the most hardcore of which has to be getting shot in half, leaving but a torso crawling around. Zombie variety has been increased, too—in fifteen minutes of gameplay you encounter six fully different zombies... even a female one!

RE2's audio has also taken a leap ahead. The PCM quality has been increased to untold levels, and there are already a great many more ambient, cinematic music tracks than there were in RE1.

(By the way, if you were one of the skillsmasters who thought the B-movie acting in the original was choice, 2 will not be disappoint you.)

If there's one complaint I can level against this trial version, it's that the items in the sub-screen are no longer polygonal models, just pictures. It's a small problem, but it was so cool to be able to examine each new item you got in the original from every angle.

I can't say much more about the demo without ruining its twists and turns, but please, take it from me: You owe yourself to play this demo. Pay Director's Cut, if only for this... it's definitely worth the price of admission. Plus, the disc has an hour-long playable demo of Mega Man Neo on it, for doubly mad respect. Now the real waiting begins... Early '98, 2 CDs... Resident Evil 2 will rock beyond all before it. NR

ALL SHOTS FROM THE RE2 DEMO PACKED WITH RE: DIRECTOR'S CUT!

**R**  
REVIEW

**PlayStation**

DEVELOPER - CAPCOM

# OF PLAYERS - 1

PUBLISHER - CAPCOM

DIFFICULTY - ADJUSTABLE

FORMAT - 1 CD

AVAILABLE - SEPT./OCT. NOV.



**NICK BOX**  
Eh...I don't know what happened to Elza? Elza Walter, where are you now...



**LEON S. KENNEDY**





# SHADOW MASTERS

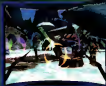
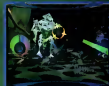
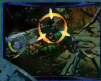
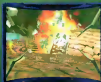
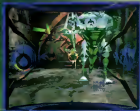
Inspired by the work of renowned fantasy artist Rodney Matthews (well, renowned in the UK anyway), Shadow Masters is an all new 3D blaster from 'so hot they're cool' Psychosis and Hammerhead software (previously known as Tales Two), a new developer made up of key staff members from Travellers Tales.

The story in Shadow Masters revolves around an alien dictator (the 'Shadow Master') who has been fighting an intergalactic war for thousands of years. Having run out of resources, he sends his forces to your system to get them, and that's bad news. It's nothing personal—he just wants to enslave and execute anyone that gets in his way. Obviously he has to be stopped, and that's where you come in...

Taking control of a heavily-armed battlecraft you must travel from planet to planet (there are 7 worlds and 16 missions in total) engaging the Shadow Master's forces before finally confronting the Shadow Master himself on his homeworld.

The game plays like a cross between Turnel Bl and Quake, with your craft controlling a lot like a buggy (ie. realistic momentum) with the ability to strafe. The graphics are already looking gorgeous (real-time light sourcing and tons of polygon-intensive enemies all at a constant 30+ fps) and Hammerhead promises explosive action at a level of intensity never before seen in the genre. Since there is little exploration, the emphasis is placed firmly on combat, and lots of it. Shadow Masters shows a lot of potential, and rest assured, we'll be here to tell you about it. **K**

“...real-time light sourcing and tons of polygon-intensive enemies...”



**P**  
PREVIEW

**P**  
PlayStation

DEVELOPER - HAMMERHEAD

PUBLISHER - PSYCHOSIS

FORMAT - CD

# OF PLAYERS - 1

DIFFICULTY - N/A

AVAILABLE - WINTER



**KNIGHTMARE**

What do you mean, "Who's Rodney Matthews?!"





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NINTENDO<sup>64</sup>





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**namco**

# TIME CRISIS



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so intense it comes with it's  
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game, plus a whole new shoot-

fest specifically created for the

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polygon environments surround you

with full 3D polygon enemies.

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multiple endings. Blast away and

duck for cover as you exterminate the

criminal element in a variety of hidden

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and do the chalk outline later.

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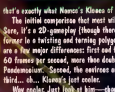
# Klonoa of the Wind

door to  
phantomile

Namco invites  
PlayStation  
owners on a  
magical, super-  
skilled polygonal  
platforming  
adventure...  
at 60 frames  
per second!



namco



How long has it been since you've played a side-scrolling, classic-gameplay, Japanese wonderkid on PlayStation? Eh? Eh? I bet it's been quite a long while, unless you've selected the odd import here and there. But I'm talking about a REAL wonderkid.

"Wonderkid." The word is Teutonic in origin, but the concept is not. Uh, well, actually, I haven't a clue what "wonderkid" means, but I'm pretty sure it means something really, really, really great... and that's exactly what Namco's *Klonoa* of the Wind is.

The initial comparisons that most will make with *Klonoa* is to Crystal Dynamics' *Pendemonium*. Sure, it's a 2D-gamplay (though there's a fair share of z-axis maaa to be had, as well) plot-former in a twisting and turning polygonal world, but there are a few major differences: first and foremost, *Klonoa* is 60 frames per second, more than double that of *Pendemonium*. Second, the cutscenes are longer, and third... eh... *Klonoa*'s just cooler.

Way cooler. Just look at him—character design<sup>10</sup>!! It's all about respecting your roots by putting a Po-

Mo- hodge as

*Klonoa*'s hat. Wait until you see lit *Klonoa*

ramping around with his bubble-like pal *Huyopa* in the mind-blowing (What else would we expect from Namco?) CG intro... he's instantly likable. Namco has a potential mascot here. I'd wager.

I now realize I've been rambling. Magazine crunch time has a way of doing that to

**Classic, old-school game-play + 90's Poly-Skills!!**



you. Anyway, let's get back to the game:

Klonoa doesn't add much innovation in the realm of actual gameplay, but rather builds a, for lack of a less fruits-based word, delightful world around tried-and-true gameplay with lush, loopy, luxurious graphics (they may not look all that virtuosic in stills, but see them moving and you'll be amazed) and a truly excellent soundtrack of the highest quality, full of cool and unorthodox instruments.

While on the subject of sound, allow me to mention Klonoa's innovative and at times hilarious Puppet DISP. System. Though I've got no idea what the "DISP." refers to, this is a system of speaking up voice with the text that appears on screen during the many cinema scenes. "Wow, skilled," you're probably saying. "I didn't see that way back in G+C Music Factory: Make My Video for the Sega-CD, cops." Ah, but what you don't know is that the wacko-cat voices you're treated to is in no language ever heard before. It's the weird and wonderful (wonderful...?) patois of Klonoa's world, the stuffed animal's argot. Now, you must think I'm really nuts. Don't worry, I'm beginning to think that myself... but there's no way to accurately describe the Puppet DISP. System, you'll just have to experience it for yourself.

I've got so much more to say about Klonoa, but this is only the first of what will surely be several previews before the game is released at the end of the year. I must say, however, that even this early in development that Klonoa of the Wind: Door to Phantomile is a game that I highly anticipate. It's been far too long since a game like this came along (the last game that had this feeling was perhaps Sago's Astel) and I look forward to it very much.

NR

**P**  
**PREVIEW**  
PlayStation

DEVELOPER - NAMCO

PUBLISHER - NAMCO

FORMAT - 1 CD

5-6 PLAYERS - 1

DIFFICULTY - INTERNATIONAL

AVAILABLE - ???



a  
door to  
phantomile  
Wind

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GAMEFAN

**CRAASH**  
*IS BACK*™











## CRASH BANDICOOT 2: CORTEX STRIKES BACK

### The Beginning:

Thrown from the seat of his mechanical flying machine at the end of Crash 1, Cortex plummets to the ground. Instead of colliding into the ground, he falls through it, and finds himself in a mysterious Cavern, where he finds a mysterious red crystal. Speculating that there is something strange and powerful about it, he decides to take the crystals to his lab for study.

After serious examination, Cortex discovers that Crystals can be used to intensely focus large quantities of solar energy, and the one he found—a "Master" Crystal—can be used to focus the power of smaller "Slave" Crystals. He has also discovered that, in the very near future, a unique aligning of the stars throughout the universe will create a rare flux of solar energy throughout our Solar System. Cortex intends to use the Crystals to harness that energy, and use it to power up the Cortex Vortex, knowing that, with that much power, he could zap the entire world in one fell swoop.

So, Cortex seeks out his old friend and schoolmate, physicist Dr. N. Gin to help him build a Space Station and launch the Cortex Vortex into orbit. Cortex and N. Gin discover that while the Master Crystal will by itself focus energy, it will require a total of 25 Slave Crystals to fully power the Cortex Vortex. Once the Space Station is complete, Cortex realizes that he no longer has any allies remaining on earth who are capable of facing the challenges required to obtain the 25 Slave Crystals.

He does, however, know of an adversary who could succeed—his Arch Nemesis: Crash Bandicoot.

### The Deception:

Since kidnapping didn't seem to work out too well the last time Cortex tried to use Crash, Cortex decides that finding a different means of persuading Crash to help might be a good idea. Cortex decides that while Crash will never agree to help take over the world, he would definitely agree to save it. So, Cortex concocts a story about the imminent surge of Solar Energy. He decides to tell Crash that the energy surge will vaporize the world, and that the Crystals are the only way to contain the energy (the best lies have always have elements of truth).

Now the only problem for Cortex is getting Crash to listen to him.

**P**  
**PREVIEW**



DEVELOPER - NAUGHTY DOG

# OF PLAYERS - 1

PUBLISHER - SONY

DIFFICULTY - INTERMEDIATE

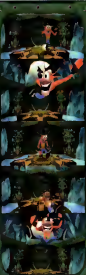
FORMAT - CD

AVAILABLE - NOVEMBER



**E. STORM**  
This is a  
hardcore  
reboot!  
Hallelujah!

**WALK  
RUN  
SLIDE  
SNIFF  
SPIN  
RIDE  
FLY  
HI JUMP  
BELLY FLOP  
DIG  
CRASH!!**



Last year I was bold enough to give the revolutionary *Crash Bandicoot* a perfect 100. I did so because besides being the best looking game I'd ever seen, it played exactly as a pure platformer should. The game was impeccably tweaked, had a truly inspired cast of villains, and for those who craved a challenge, to achieve all the game had to offer was quite a feat. For me it was the next step in the platform evolution after the original *ENR* (also a groundbreaking platformer, also a 100 for its time, in my opinion). Now, nearly a year after the original, (which is still selling well worldwide) after only 13 months of tireless game making the folks at Naughty Dog have crafted the ultimate sequel. Everything I loved in back and everything the critics didn't has been added, namely, more moves and diversity, available memory card save any time, and a more gradual learning curve. *Crash 2* is still a skills-based affair but it's kinder at the same time, actually adjusting to the players skill level. For instance, if you have difficulty with a certain section and are near the end of your level, the nearby crates that would otherwise bear only fruit will contain an extra life. All new moves!

*Crash* has a vast array of cool new moves (you'll see 'em all right here) in a game that is not only more diverse but superbly produced (it's damn clever). This, my first hands-on preview, was conducted with no bosses in place and many hidden areas not functioning, so any comment as to the overall staying power and durability of *Crash 2* will have to wait until my final review. But I can tell you this, unless you're a better player than I am, you're in for a hell of a ride. The music (by the same guy) is better, the new story is drastically more serious, and the



gameplay is a promising prospect. Here it comes, world, prepare yourselves...



**CRASH  
BANDICOOT**

**2**

**CORTX STRIKES BACK**



**LAST YEAR'S  
GREATEST  
ACTION HERO  
RETURNS  
WITH A BRAND  
NEW BAG OF  
TRICKS AND  
LOOKS  
THAT KILL**



Crash's new belly flop is both happy and effective!

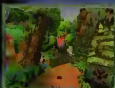
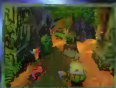


Spiky Turtles inhabit The Turtle Woods, which Crash must attack from above. Other enemies will require sliding and still others, either/or. This is a party place and Crash wishes he'd packed a lunch but if he's gonna save Coco it's time to get movin'.

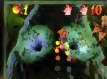
You got to wade through some really cool mud, too!

Pictured left, the green box marked with the exclamation point turns off all the nitro crates (they kill you instantly when touched by the way).

Directly left, look closely behind Crash and you'll spot a hidden box way up high. Crash ice skates with all the grace of a one-legged man at an ass-kicking contest so be careful. Don't you eat that yellow snow either, yuck!

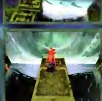
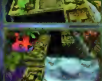


Besides a split in the road (fully explore this region—it leads to the vestal) and new enemies like low fivin' parrots and saw-blade turtles, it's exploring here, and man, does it look awesome! Oh yeah, watch out, there's pits everywhere.



**"GRAPHICALLY THIS GAME  
SHOULDN'T EXIST,  
IT'S A SCIENTIFIC  
IMPOSSIBILITY"**

—MODERN BANDICOOT MAGAZINE

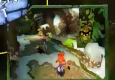




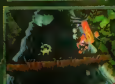
Can you dig it? I certainly hope so because after your introduction to this new technique, you will be tested. Soon, the perfectly timed dive will become your only means of survival. Oh yeah, Crash is allergic to bees.



Don't fall off your stool ladies and gents but this is actually a moving game. Yep, besides a secret split in the road which uncovers one of many secrets and new enemies (you gotta' slide) The pits are just freakin' gorgeous.



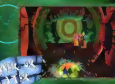
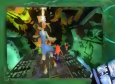
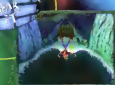
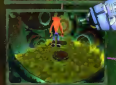
Time to find the happy spot people, yet another ingenious morsel for the brave. Pictured center, it'll whisk you off to a joy-filled place.



While Crash is hangin' he can lift his butt to avoid stuff and of course, spin. Crash didn't have an accident, that yellow water's being sparked by a pesky Eel. I can't believe you thought that.



Crash is happiest when riding. Be it a donkey or a lil' bear he digs the feeling. These stages are now a lot tougher, laced with TNT, hard to reach crates and (gulp) Nitrol.



BACK  
DUNK



WID  
TO  
WIN



A ZIK  
HILL



FINCH  
HIT



COLD  
HARD  
CRASH



RAIN  
BOX



BE  
GIVING



WITON  
I  
MAY



ROCK  
FLY



NEAT  
FLY



FACE  
STUCK



FACE  
STUCK



FACE  
STUCK



FACE  
STUCK



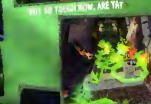
FACE  
STUCK



FLIPPIN' THE BIRD!



OH THIS IS JUST SWEET!



CRASH'S SISTER, COCO. WELL, HER HEAD.



BANDICOOT'S ARE  
DANGEROUS, VILE  
CREATURES.  
THEY HAVE BECOME A  
PUBLIC NUISANCE.  
I THINK WE SHOULD  
EAT THEM...  
LIKE CHICKENS!

PLUMBER'S JOURNAL FOR THE  
PRESERVATION OF ANCIENT TECHNOLOGY



...SAY THAT HIS NANNY, AND HIS UNDERLING, TORON,  
 SET HIM FOR CAPCOM'S ISLAND FOR A LITTLE THEFT. SOON AFTER,  
 CAPCOM AND FRIENDS TRASH IN THE VERY SAME ISLAND.

Who but  
 Capcom to  
 create a 3D  
 polygonal  
 game with the  
 simplistic real-  
 ism of those  
 hand-drawn? During a  
 recent press tour  
 focused mainly on the  
 unveiling of the superlative  
 Resident Evil 2 (a life-altering game experi-  
 ence), Capcom whipped out this little gem  
 which has taken on an entirely new look

## ロックマン NEO

since its unveiling at the E3.  
 For starters, much of the  
 game is set up through  
 impressive real-time cin-  
 ematic sequences with full  
 voice acting and excellent  
 photography. The  
 game itself is a  
 mixture similar to  
 that found in Zelda and  
 Super Mario 64. Huge landscapes and  
 massive towns make way to 3D action levels  
 which, at present, consist of mainly corri-  
 dors. The player looks from behind MM and



can move in any direction by using the D-pad to move forward,  
 backward, left and right. L and R turn the level to face in the  
 required direction and off you go. A secondary control setup allows  
 the D-pad to turn the level and L & R to run right and left. Choose  
 the first. There's no word yet whether every action level will be cor-  
 ridor based (they do lead to massive rooms and landings) but based  
 on the demo I believe huge open environments such as the one at  
 right (where MM squares off against Loron for the first time) will be  
 prevalent as well. I say this because this spectacular engine allows



**P**  
 PREVIEW

**PlayStation**

DEVELOPER - CAPCOM

# OF PLAYERS - 1

PUBLISHER - CAPCOM

DIFFICULTY - INTERMEDIATE

FORMAT - CD

AVAILABLE - TBA



**E. STORM**  
 Capcom makes the  
 transition from 2D  
 to 3D with super-  
 skills and a hand-  
 drawn look!



TOP AND BOTTOM: NEO FEATURES REAL TIME CINEMAS WITH FULL SPEECH AND FLAWLESS ANIMATION.

IT'S LIKE WATCHING A 3D ANIME BETWEEN ACTION SCENARIOS.

the player to see farther into the horizon than any other PS 3D to date. The simplicity of the polygons allows them to display quite a bit more. The trade-off, usually flat shading or simple gouraud shading is usually painful, but with the hand drawn technique in place the game looks as rich as one completely texture mapped. In the event MegaMan slips behind a polygonal object, it goes transparent rather than attempting to constantly adjust the cam-

era. You do much of the camera work in this game, at least thus far in the development. You'll get no complaints from me. Neo is one of the most original and event filled 3D adventures I've seen this year. I just hope they add more platforming as the demo's main play mechanic was shooting. I'm quite certain they will, I mean, after all, it's MegaMan.

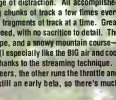
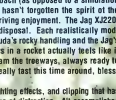
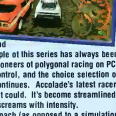
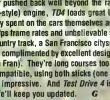
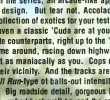
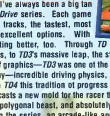
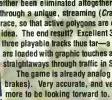
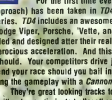
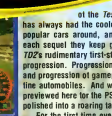
Capcom couldn't say exactly when Neo

would hit here in the States although the simple fact that it's coming at all will suffice for now. The game's tagged for a '97 release in Japan and will require quite a lengthy localization, especially if Capcom hire voice actors (which I assume they will) to preserve the game's cinematic structure. I'll have updates and continuing reports as they become available along with extensive coverage in the months ahead. **ES**

BELOW, MEGAMAN DUCKS BEHIND A ROW OF HOUSES ONLY TO HAVE THE HUGE PURSUING MECH DESTROY THEM IN ORDER TO GET A CLEAN SHOT. THE AREA ITSELF IS HUGE AND YOU CAN ALWAYS SEE FROM ONE END TO THE OTHER.



# Test Drive 4



I've always been a big fan of the *Test Drive* series. Each game has always had the coolest tracks, the fastest, most popular cars around, and excellent options. With each sequel they keep getting better, too. Through *TD* and *TD2*'s rudimentary first-steps, to *TD3*'s massive leap, the staple of this series has always been progression. Progression of graphics—*TD3* was one of the pioneers of polygonal racing on PC, and progression of gameplay—incredible driving physics, control, and the choice selection of line automobiles. And with *TD4* this tradition of progress continues. Accolade's latest racer, previewed here for the PS, casts a new mold for the racer that could. It's become streamlined, polished into a roaring fast polygonal beast, and absolutely screams with intensity.

For the first time ever in the series, an arcade-like approach (as opposed to a simulation approach) has been taken in *TD4*'s design. But fear not, Accolade hasn't forgotten the spirit of the series. *TD4* includes an awesome collection of exotics for your test driving enjoyment. The Jag XJ220, Dodge Viper, Porsche 'Vette, and even a classic 'Cuda are at your disposal. Each realistically modeled and designed after their real-life counterparts, right up to the 'Cuda's rocky handling and the Jag's ferocious acceleration. And this time around, racing down highways in a rocket actually feels like it should. Your competitors drive just as maniacally as you. Cops roam the treeways, always ready to end your race should you bail in their vicinity. And the tracks are really fast this time around, blessing the gameplay with a *Cannonball Run*-type of balls-out intensity.

They're great looking tracks too. Big roadside detail, gorgeous lighting effects, and clipping that has either been eliminated altogether or pushed back well beyond the range of distraction. All accomplished through a unique, streaming (Crash-style) engine, *TD4* loads great big chunks of track a few times every race, so that active polygons are only spent on the cars themselves and fragments of track at a time. Great idea. The end result? Excellent 30 fps frame rates and unbelievable speed, with no sacrifice to detail. The three playable tracks thus far—a country track, a San Francisco cityscape, and a snowy mountain course—are loaded with graphic touches and complimented by excellent design (I especially like the 800 air and cool straightaways through traffic in San Fran). They're long courses too, thanks to the streaming technique.

The game is already analog compatible, using both slicks (one steers, the other runs the throttle and brakes). Very accurate, and very impressive. And *Test Drive 4* is still an early beta, so there's much more to be looking forward to. We'll keep you updated. **G**

**P**  
PREVIEW

PlayStation

DEVELOPER - REFLECTIONS

PUBLISHER - ACCOLADE

FORMAT - CD

1 OF PLAYERS - 1-2

DIFFICULTY - EASY

AVAILABLE - 4TH QTR '97



GLITCH

Vracon, hah  
hah, vracon  
Vracon, vracon,  
hah hah...



**D**id you ever see *Waterworld*? You know, that rather large flop at the box office, starring old Key Costner? Come on, you remember... it cost, like three trillion bucks to produce and although it was pretty crap, the idea wasn't all that bad... Well, this latest title from Psygnosis seems to be a big fan of the scenario behind the aforementioned movie. It combines a number of different themes, such as 'Ye Olde Shipwrecked Islands,' weird new technologies (floating towns and steam-driven contraptions) and hideous sea monsters that wouldn't look out of place in *Moby Dick*. Now take *Micro Machines* and replace the dinky little cars with a funky little pirate galleon, and then create sixteen wonderful, watery levels of exploration, fill the levels full of treasure chests and get a bunch of comedy pirates to retrieve the loot... then you have got yourself *Shipwrecked*. In all honesty, I was more than a little dubious about this game when I first saw it, but after a while, it kinda grew on me... a bit like a limpet actually.

The aim of the game is to circumnavigate

the different stages in order to collect your lost pirate booty. Along the way you'll encounter ghostly pirate ships, large ugly crustaceans, bizarre flying machines and all manner of nasty sea dwelling critters than are bent on sending you to a watery grave. But all is not lost. Your rather splendid little ship is able to pick up many different weapons such as mines, flame throwers, cannons and even depth charges that can be used to see off any intruders. You will also be required to overwhelm various sea ports and claim them in the name of decent, honest piracy by giving the occupants both barrels. The levels are incredibly detailed and there are gorgeous water and mist effects and a whole host of



**BOOTY CALL!**

# SHIPWRECKERS

secret areas to be enjoyed. The spot fx and music are excellent and are very reminiscent of my childhood days spent watching *Captain Pugwash*! A few gripes I have with this title are that when the screen is full of action, the frame rate can struggle quite badly,



**Yo-ho-ho and a bottle of napalm!**

and also some of the later levels are just a little too tough. Having said this, the overall feel of the game is pleasant and there are some truly evil bosses to overthrow. So, while it's not the best game in the world, you might want to stretch your sea legs and give it a whirl(poot). It's certainly a naval experience! **G**



**R  
REVIEW**



DEVELOPER - PSYGNOSIS

# OF PLAYERS - 1-2

PUBLISHER - PSYGNOSIS

DIFFICULTY - ADJUSTABLE

FORMAT - CD

AVAILABLE - FALL



THE GUVNOR  
Come forthin my  
treasure trove!

# Evil Never Sleeps. And Now Neither Will You.

## Ogre Battle

*Limited Edition*

Available Exclusively  
For The PlayStation®  
Game Console

**A**n enhanced version of the popular 16 bit title - now impossible to find! -Ogre Battle: The March of the Black Queen features improved graphics, additional musical scores, and we have even redone the spells to look even better than the original version!

Command your army through the Zenobian Empire and reclaim the continent! Along the way, recruit additional characters to join your quest. Once in control, will you hand over power to the rightful ruler or keep the continent for yourself?

Only you can decide!

A proven hit! The name says it all!



### UNIQUE FEATURES

- COMMAND 75 DIFFERENT TYPES OF CHARACTERS!
- 13 POSSIBLE ENDINGS ENHANCE REPLAY VALUE.
- NON-LINEAR GAMEPLAY.
- HAVE THE OPPORTUNITY TO BE EITHER GOOD, NEUTRAL OR EVIL!
- THIS LIMITED EDITION TAKES OGRE BATTLE TO A WHOLE NEW LEVEL OF 32 BIT GAMEPLAY!



"One of the All-time great Strategy/RPG's"  
(PSExtreme)

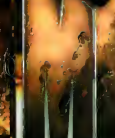
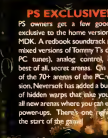
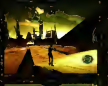
"...Ogre Battle has Solid Seller emblazoned on it."  
(Video Game Advisor—April, 1997)

ATLUS



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"I'll be honest: I didn't think Neversoft was going to pull it off. The last MDK preview disc we saw played OK, but it only captured a fraction of the PC version's graphical splendor. Well, I'm happy to report that this new preview version is a 100% improvement. It's still only the first level but things are looking considerably better. For a start the frame rate is up, hovering constantly around the 30 mark even in the large arenas. Secondly, Neversoft has gone in and software mip-mapped the floor textures to remove the horrible pixelation seen in the last version. The enemy textures are better, the asynchronous loading is working properly... heck, even the sniper mode bullet cams are functioning! Needless to say, I'm very impressed. If work continues at this pace we could be looking at a landmark translation. **K**

**ZOOM IN**

**USING**

**SNIPER**

**MODE!**

# PS EXCLUSIVE!

PS owners get a few goodies exclusive to the home version of MDK. A redbook soundtrack (remixed versions of Torrey's cool PC tunes), analog control, and best of all, secret arenas. On top of the 70+ arenas of the PC version, Neversoft has added a bunch of hidden warps that take you to all new arenas where you can earn power-ups. There's one relic in the spirit of the game!



**UPDATE**



DEVELOPER - NEVERSOFT

PUBLISHER - INTERPLAY

FORMAT - CD

# OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOVEMBER



**KNIGHTMARE**  
Coming along nicely. I'm impressed...

[illegible][illegible]

"SAY HELLO TO MY LITTLE FRIENDS"

# AEROFIGHTERS™ ASSAULT

YOU WANT TO BE A HERO? DOGFIGHT BOSSIES AND BOSSIES OR GO HEAD-TO-HEAD IN TWO-PLAYER COMBAT IN STUNNING GRAPHIC ENVIRONMENTS TO SAVE THE EARTH YET AGAIN. THERE'S 10 LEVELS OF FAST ACTION THAT DEMANDS FAST REACTION. JOIN THE BATTLE IN THE ONLY GAME THAT MATTERS.

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GAME BOY

"SAY HELLO TO MY LITTLE FRIENDS"

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GAME BOY

[illegible]

"SAY HELLO TO MY LITTLE FRIENDS"

# AEROFIGHTERS<sup>TM</sup> ASSAULT

YOU WANT TO BE A HERO?  
DOG-FIGHT SOGIES AND  
BOSSES OR GO HEAD-TO-HEAD IN TWO-PLAYER COM-  
BAT IN STUNNING GRAPHIC  
ENVIRONMENTS TO SAVE  
THE EARTH YET AGAIN.  
THERE'S 10 LEVELS OF  
FAST ACTION THAT  
DEMANDS FAST REACTION.  
JOIN THE BATTLE IN THE  
ONLY GAME THAT MATTERS.

KRATON  
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COMPUTER GAMES BY  
ESPEL

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VIDEO SYSTEM

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VIDEO SYSTEM  
NINTENDO  
GAME BOY ADVANCE





# Jet Moto 2

Those of you who read *GF* on a regular basis know me as the sort that takes apart racing titles. But not your normal, every-day titles like Ridge Racer or Daytona. Oh, no. It takes something a little uh, strange, to get my attention... (Choro Q, anyone?) Nevertheless, it still came as something of a surprise to me when a little game known as Jet Moto held me in its grasp for the duration of about five days, refusing to let me live a normal life until I had wrung each of its 9 codes from its grasp by beating it in just about every imaginable way... Now, it seems, my spare time is about to vanish once more, as Jet Moto 2 is poised and soon to be released. (This time, I'll have the foresight to pay my bills before popping it into my PS.)

Jet Moto 2 is, at this early point, both a bit of an upgrade and a bit more-of-the-same. The "upgrade" is the style of the whole game, which continues the feel of the first, but somehow looks more retro and modern at the same time. The front-end art is phenomenally done; the selection screens are beautiful. Also improved are the excellent drawings of each character, and, although they

weren't in yet, I'm sure each will feature a full-screen version at season's end.

And now the "more of the same" part of the game... I was a bit disappointed to see that the graphics (at least at this point, fingers crossed) aren't a great leap from the first. Although they've been tweaked here and there, and there are new uniform designs for each team, there's still a sort of "ragged" look to the game. I would've thought that dropping the total number of riders in each race from 20 to 10, as they've done, would've allowed for more detail being given to the bikes, but it appears they've opted to increase the variety of the track-side detail instead, which is not entirely a bad thing...

The biggest disappointment, for me, is the soundtrack. I used to bring the game to work, just to put it in my CD player, and listen all day to the awesome surf/lounge-ish tunes. But alas, JM2 uses more fast, heavy, rockin' cuts, which are still quite good, just not as... appropriate.

To be fair, though, all of this may change, as it's still quite early in development, and I'll remain optimistic. After all, with the amount of sleep I missed with the first, I'm sure JM2's gonna kick! R



The most dramatic difference between the first Jet Moto and the sequel is the tracks. If you thought the tracks in the first were impressive (as I did), wait till you get a load of these. One course has you zipping through an abandoned mine (bottom left), another utilizes an old wooden roller coaster as the track surface (bottom right), there's a trek across a National Park, complete with geysers (left), and my personal favorite: A jaunt through post-"Big One" Los Angeles! Yep, you'll scream through the earthquake-ravaged streets of Santa Monica (right), the remains of the L.A. River aqueduct system, and even what's left of the nearly submerged L.A. International Airport (below!!!)



**P**  
PREVIEW



DEVELOPER - SONY

# OF PLAYERS - 1-2

PUBLISHER - SONY

DIFFICULTY - INT. ADVANCED

FORMAT - CD

AVAILABLE - 4TH QTR '97



**REBUS**  
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MARVEL  
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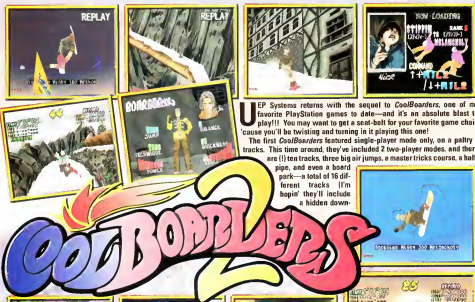
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**U**EP Systems returns with the sequel to *Cool Boarders*, one of my favorite PlayStation games to date—and it's an absolute blast to play!!! You may want to get a seat-belt for your favorite game chair, 'cause you'll be twisting and turning in it playing this one!

The first *Cool Boarders* featured single-player mode only, on a paltry 5 tracks. This time around, they've included 2 two-player modes, and there are (!) ten tracks, three big air jumps, a master tricks course, a half-

pige, and even a board park—a total of 16 different tracks. (I'm hopin' they'll include a hidden down-



hill or two in the final). Also, now that the L1 and L2 buttons are gettin' into the act, the variety of tricks available has increased dramatically, and the inclusion of the Big Air Master mode [which drills you through the numerous tricks, grabs and combinations], makes it easier to learn.

There are four boarders and 9 boards to choose from initially, with varying statistics for response, quickness, power, speed, etc. The competition mode is split into 9 rounds, each of which gives you 2 runs at one of the big air jumps. The combined trick scores from the two big air runs determines the starting order for the second half of the round, a race down the increasingly-difficult tracks. More than a few times I found myself dufling both tricks and starting 20 seconds behind the leader! Finding the little time-saving short-cuts becomes important if you can't land the tricks! Whether or not those that beat the game on the more difficult levels are rewarded with extra boards or boarders remains to be seen, but with the number of secrets in the first, I'm sure *Cool Boarders 2* will have more than a few surprises (I, for one, hope to see the snowman return to the slopes!).

And as for the nifty-gritty? Well, graphically speaking, this is not a great jump from the first. This version (quite early, by the way) has quite a bit of polygonal breakup—seams everywhere. It's a bit distracting, but I'm sure it'll get cleaned up for the final. The music isn't like the cool twangy stuff from the first, but it is still really good stuff, louder and faster than the first. Suits me just fine... The control has been refined a touch, but is easily accessible for those familiar with the first.

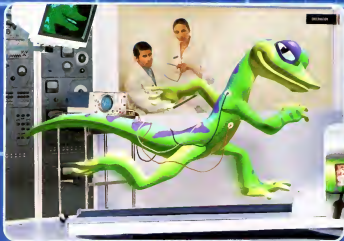
Overall, it looks as though *Cool Boarders 2* will put its predecessor to shame by quite a margin, and considering how much I loved the first, I'm going to be in boardin' heaven when the final hits our offices. When that happens, I'll be back with the review—assuming they can pry me from my PlayStation long enough to get some work done. **R**



The best new feature added in this second *Cool Boarders* is a new take on the Big Air Master Mode, a long series of jumps (like 30 individual jumps) which takes you from the extent of single grabs to the insane combos that earn you big points in competition. Each successful trick earns you extra time. The shot above should give you an indication of the difficulty. 79 Cool, 55 Uncool. Not bad, but I'll keep practicing! I'm yet to reach the bottom!

		<b>DEVELOPER</b> - BEP SYSTEMS	<b># OF PLAYERS</b> - 1-2		<b>REBUS</b> Strap me in! Or should I say down?
	<b>PUBLISHER</b> - SONY	<b>DIFFICULTY</b> - N/A			
	<b>FORMAT</b> - CD	<b>AVAILABLE</b> - NOVEMBER '97			

WE'VE REBUILT HIM...  
MADE HIM STRONGER... FASTER...  
WE HAVE THE TECHNOLOGY

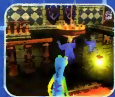


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## FORMULA ONE FANS, STRAP YOURSELVES IN!!!

**P**sygnosis' update of their immensely playable *Formula 1* is coming along nicely. Formerly titled *F1 '97*, it now carries the more timeless moniker of *Formula 1 Championship Edition*. Just about everything, from the driver and team select screens to the actual car models themselves, has been rought and twacked in one form or another. To begin with, the interface is now more streamlined, presenting vital information in a more manageable and intuitive manner, and generally, things are more organized. For instance, in Arcade mode, you are shown the individual performance characteristics of your F1 machine in easy to read bar graphs. Also, the Arcade mode groups tracks into Easy, Medium, and Hard categories, making course selection a breeze.

The Grand Prix mode (this time featuring commentary from both Murray Walker and Martin Brundle—a twelve year F1 veteran) is now more comprehensive and realistic. Naturally,

# FORMULA 1

## Championship Edition

the courses remain largely unchanged from last year's game (being the wonderfully accurate representations of actual F1 circuits that they are), though they have been updated to reflect safety measures implemented this year by the FOCA. This includes, but is not limited to, redesigned run-offs in some courses. Also new are in-race safety flags and actual freaky vehicle telemetry. Talk about comprehensive.

Graphically, *F1 CE* has been nicely upgraded. The entire game now runs in 512 x 256 mode and the new Dynamic Draw 3D engine minimizes slow-down by drawing only the most visually important polygons, dynamically disregarding building tops, etc. In addition, the car models are now made up of roughly 1200 polygons, as opposed to 700 in the previous *F1*, and look far better.

There's so much more to talk about but it's just gonna have to wait for the final spread. I haven't even gotten to the improved physics engine (which now allows the cars to leave the ground) or the new views, one of which perfectly replicates the angle used on F1 telecasts (above and behind the driver). The original *Formula One* sold over 1.7 million copies world wide, and there's no reason to think this ambitious update won't be at least as popular. **SD**

## PSYGNOSIS DOES IT ONCE AGAIN!!



**P**  
PREVIEW

PlayStation

DEVELOPER - BIZARRE CREATIONS

= OF PLAYERS - 1-2

PUBLISHER - PSYGNOSIS

DIFFICULTY - TOUGH

FORMAT - CD

AVAILABLE - OCTOBER



**SUBSTANCE D**  
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will change the way you  
play games. "*

**- GamePro**  
July 1997



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Welcome to the latest preview of SingleTrac's 3D undersea action game, *Critical Depth*. For those who missed the last preview in which I detailed the story fairly well (Vol. 5 issue 6), I'll provide a brief recap. It all begins with the discovery of odd metallic structures surrounded by pod-like electromagnetic power sources in the Earth's ocean depths. Dubbed Thresholds, these mysterious electromagnetic manifestations begin spreading in a seemingly arbitrary pattern throughout the seas. As debate rages as to their significance and purpose, teams representing a full body of military descend upon the Thresholds in an attempt to unlock their secrets and harness their power. That's where you come in. *Critical Depth* is one of twelve teams and sets out to deactivate the Thresholds and blast exposure (or anything) that gets in your way.

Played out over ten levels that take you from the shark-infested waters of the Mediterranean Sea to the infamous Bermuda Triangle, *Critical Depth* has a decent array of locales to roam, kill, and destroy in. And with a selection of twelve unique subs to pilot, finding one to match your skill or lack thereof, should be a no-brainer. There are balanced subs such as the French Oceanographer's (mmm, who could that be?), and there are those such as the C.I.A.'s that sacrifice armor for speed, or the Russian's which has a high armor, low speed rating (Munt for Red October, anyone?).

My personal fave is the Greenpeace life raft—fire at will, Captain (OK, so it isn't in there, wishful thinking on my part). And going one step further (not much though), each sub has a unique special weapon in addition to the default. Just once, though, I would like to have a really fast, heavily armed, virtually indestructible craft at the outset of

## TWELVE UNIQUE SUBMARINES, TWELVE UNIQUE WEAPONS! UNDERSEA 3D ACTION!

the game, is that asking too much?

In your quest for the five Thresholds, you'll encounter strong opposition from rival teams. To help you along, some very helpful power-ups have been scattered throughout the ocean. There are, among others, Damage pods, minor pods, and shaker pods, which give you a special double weapon blast. You'll need all these things plus quick reflexes unless you plan on becoming a permanent guest of Davy Jones and Captain Nemio.

In addition to the one player quest mode, *Critical Depth* features a two player cooperative mode, a straight battle mode, and a two player death match, giving you that Twisted Metal feeling in spaces. CD also introduces something new to the underwater genre—combos and streak attacks. Basically, firing multiple weapons in very quick succession without taking a hit leads to more damage and the possibility of special rewards (mmm, chicken) upon the game's completion. SingleTrac should just rename this Twisted Metal: the Underwater Adventure and be done with it.

We should be able to play *Critical*



Depth in its final form next issue, although it seems pretty much ready-to-go in its present state. Twisted Metal fans can start hype-ventilating now, and Namco better watch to make sure that *Treasures of the Deep* doesn't stumble into *Critical Depth*. It could get messy. D



**P**  
PREVIEW



DEVELOPER - SINGLE TRACK  
PUBLISHER - GT INTERACTIVE  
FORMAT - CD

# OF PLAYERS - 1-2  
DIFFICULTY - N/A  
AVAILABLE - NOVEMBER



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# Castlevania

## Symphony of the Night

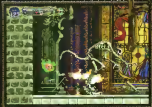
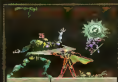
Castlevania turned 10 years old last year, a milestone that came and went with no announcement, no excitement, and (worst of all), no new Castlevania. Well, maybe we had to wait a year to truly celebrate, but the present was definitely worth it: Castlevania: Symphony of the Night is an incredible addition to one of

the game industry's most-celebrated series, a game that clearly exhibits an entire decade's worth of programming experience.

This is the sixteenth Castlevania release, and it does its many ancestors proud with its great play control and tightly-crafted side-scrolling action. But Symphony of the Night differs from most of its predecessors in a great many ways. The normal level-by-level structure has been replaced with one (or is it just one?) giant castle in which you can move freely in a Metroid-like quest. You'll need certain items to get into certain rooms, but which order you pursue them is completely up to you. Other new features include an option screen in which you can collect and equip weapons and items, spells that can be cast at any time with fighting game-style movements, and "familiar" that follow you around and help you out, to name a few.

The most drastic change is in the main character...

Not a traditional whip-wielding Belmont, but the sword-swinging, cloak-wearing, shield-using, shape-shifting Alucard, son of Dracula, who fought alongside Trevor Belmont in Castlevania 3. His quick, short range weapons (usually swords, but occasionally rods and tonfas) make controlling him a completely different experience when compared to your average Belmont, and his repertoire of magic spells and shape-changing abilities are just the icing on the cake. The current Belmont, Richter of the Castlevania "X" series (of which this game is also a part) is running around



**R**  
REVIEW



DEVELOPER - KONAMI

PUBLISHED - KONAMI

FORMAT - CD

# OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - OCTOBER



**TAKUMI**  
Oh... Ayayay...





too, as is his former sidekick Maria, who has grown up quite a bit (if you know what I mean) since her last Castlevania appearance. They appear in brief storyline scenes that happen only rarely, but add a great deal to the game.

Graphically and aurally, *Symphony of the Night* is as impressive as you'd expect from a game of its pedigree. The backgrounds in many of the internal areas seem kind of gritty and flat, but the animation of Alucard and all of the screen-packing enemies is phenomenal. There are also a number of impressive outdoor locales and boss rooms, and some of the bosses are completely stunning. The music may take a while to get used to... It's not the spookily poppish Nazo Nazo-composed Castlevania music that we all grew up with, but it's no less an accomplishment. The instrumentations are more lush and complex, and there's a great deal of variety in style and tempo. Finally, the original art drawn for the game by Ayami Kojima is mind-blowing. While only the faces actually appear in the game, you can apparently get the art book of her stunning promotional art (and music CD of classic tunes from previous Castlevanias) by pre-ordering the game. It's an opportunity you definitely should not miss.

SotN's massive castle contains well over a thousand screens, encompassing an indoor church, underground river, colosseum and various other locales. There are dozens of secret rooms, items, and paths, and the game's incredibly fast pace ensures that you'll be in a new area every few minutes. While this makes for an engaging gaming experience that it's hard to pull away from, the game's main basic quest is over a bit too soon... Once you get the hang of things and start grabbing some powerful weapons, the latter half of the game is a cinch. Fortunately, a very cool second quest adds a bit of challenge and effectively doubles the length of the game. And those who still complain that the game's not as easy as previous Castlevanias can give it a run through with Richter (see box on facing page) for a true Castlevania challenge that will break all but the best of the old time gamers.

Other than the low difficulty in the main quest, *Symphony of the Night* gives me little to complain about. This is an incredible game, and Konami should be praised for having the courage to make a traditional 2D game on a primarily 3D platform. The next Castlevania (on the N64) will definitely be 3D, and I don't doubt that it will live up to the series' high standards, but it's still great to have such an expertly-made 2D masterpiece to cap off the Castlevania series' first decade. Here's hoping there'll be many more. **T**



## PLAY AS RICHTER!

Once you've beaten *Symphony of the Night*, you can play as Richter by beginning a new game and entering his name (uh, Richter) at the name entry screen. This isn't just your typical cute easter egg... Playing as Richter is a whole new game. While the castle layout is the same, Richter comes armed with an impressive array of special attacks that allow him to get into any area of the castle right off the bat. He can't get items or weapons, but he can use different special abilities that are unavailable to Alucard with each of the sub weapons. His whip is strong and so he starts off powerful, but Richter's inability to level up or gain new weapons and armor make actually clearing the game with him incredibly difficult. Still, it's possible, and since the gaming experience is so radically changed when you're playing as Richter, it's almost as if it's an entire third quest.




Another cool secret... Enter your name as AXEARMOR to begin the game (as Alucard) with the hidden Axe Armor that turns you into one of these classic Castlevania enemies. Too bad they completely suck.



Richter demonstrates his powerful uppercut, one of his many new moves.



Richter clears a room with an incredible rapid fire attack that uses the knife sub-weapon.



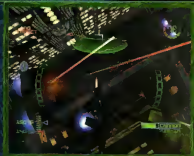
Pygnosis, (home of the lens flare!) is responsible for some of the greatest science fiction video games of our time. From *Shadow of the Beast* to *WipEout* they have consistently provided gamers with the highest quality and some of the coolest themes imaginable. Their latest, *G-Police*, from The Wheelhaus stable, supports everything they personally, combining excellent mission-based action with some of the coolest themes this side of *Blade Runner*. As Slater, you've joined the G-Police (a squad very reminiscent of the Met. Police in the original *RoboCop*, under staffed and out-gunned) after your sister, who joined previously, is mysteriously killed. Slater needs answers and so he thrusts himself directly into harm's way by joining. This sets up an almost constantly cinematic gameplay experience, because even as you're flying missions, the story, as you are in constant contact with mission control, continuously unfolds.

Missions range from extermination to escorting dignitaries to surveillance and the ground crews mimic the aerial antics so closely you find yourself quickly immersed, especially if you've got a quality audio/video set-up.



# GP

## G-POLICE



OK, the game then... First thing, take a spin through the training mode. The controls are complex and very well thought out but do require a bit of practice. Once you've acquired the necessary skills you'll be piloting around futuristic city-scapes constructed of highly detailed and perfectly lit polys. Blackness mires the clipping extremely well and targets come into sight well before confrontation along with lock-on audio.



# R REVIEW



Platform: PC  
Developer: [REDACTED]  
Publisher: [REDACTED]  
Format: CD  
No. of Players: 1  
Difficulty: INT. ADVANCED  
Available: NOW



**E. STORM**  
This is actually what I see myself doing in ten years.

The missions range in complexity and are designed extremely well. The music that accompanies them along with the voice acting and ultimate quality CG movies are equally praiseworthy. Bottom line, G-Police is a game worth owning. It's a polished package full of futuristic peril, intelligent action and great story telling. **ES**

# WARNING! WARNING!

CAPCOM TAKES STREET FIGHTER TO THE NEXT LEVEL

It's here. *Street Fighter* has finally gone 3D, where it belongs. Farewell, hand-drawn 2D, a genre outdated years ago! Capcom's finally grown up, and accepted the future of video gaming. Well, that is, Arika has. Arika is a development team headed up by the director of the original SFII, Akira Nishitani. I'm sure Nishitani awoke one day, thinking, "Well, if Capcom's not hardcore enough to make a 3D *Street Fighter*, I will!" And let's give thanks that he did. He sure showed 'em, didn't he? They thought they were tough with their ancient paper-and-pencil thing, didn't they? Ha ha! Here comes the mighty triangle to smash 'em down!!

Uh... sorry about that. I've finally gotten used to the idea



## STREET FIGHTER plus $\alpha$



### PLUS ALPHA MEANS ONE THING. INSANITY COMBO FROM THE COGS!!

of 3D *Street Fighter*, but sometimes the old sarcasm comes creeping back. In all seriousness, SFEX is an excellent game, but not one I'd call an "arcade *Street Fighter*." Instead, I feel that it's a game much more suited to the home. Why? Even though it manages aspects of 2D fighting games like cancels, cross-ups, and get-ups admirably,

it's just not as tight as a 2D SF. The difference is extremely slight, perhaps only 5 to 10 percent off. (Note: I've been criticised before, especially on the 'net, for using percentages in my writing.

To these people I say this: I'm not trying to sound like some precise poseur who can tell percentages at a glance. Rather, I'm trying to express the way I feel, personally, while playing, and I can't think of any other way to express it. Decide for yourself if this truly means I'm a hack writer.) Because of this reason, mainly, I consider EX an extremely fun game, but not one suited for "who's really the best?"-type serious



matches. Everything about the game reinforces this view, at least for me. Guard Breaks make the game incredibly aggressive, eliminating turtles, sure, but I like a good balance of offense and defense. Really impressive combos are as simple as to as generic fierce-fierce-fireball combos—just add another scoop and you've got fierce-fierce-fireball-super fireball. Keep scooping like a maniac and you've got fierce-fierce-fireball-super fireball-super hurricane due to the Super Cancel system.

The pinnacle of combomania, however, is still difficult—check out the Expert Training Mode for proof of that! Not to get sidetracked, but a quick note on Expert Training mode: It's awesome, surely the greatest addition ever to a fighting game, but for the amount of ridiculously difficult combos it makes you do, you get nothing more than the ability to save the bonus barrel game to your memory card. All the choice stuff—the four hidden characters, etc.—can be had by merely doing the first few "missions" for each character, which are nothing more than special moves. But completion of this mode will definitely earn you fragging rights. In fact, only two people at

# CRUSH YOUR FOE WITH EXTREME RAGE!!! THIS IS THE ROAD TO TRUE POWER!!!

GameFan have completed it: Me (of course) and Hikaru from GF Books, and those that haven't worship us like gods. Well, er, maybe not, but we sure are cool.

Arika also gets mass props for the addition of two all-new characters not present in the arcade game, Dhalsim and Sakura, plus a collection of decently (Hm... On second thought, that's putting it mildly. OK, poorly) rendered CG endings for each character. As a translation of an arcade game, it's perfect—something that unfortunately can't be said about most other Capcom home conversions due to the vast amount of storage hand-drawn art requires.

Even if this review's sounded harsh, I give *SEFX* plus Alpha my highest recommendation.

If you're a fan of *SF*, there's really no reason not to buy this. There's only two tiny things I could have wished for in this version: Expert Training for the four hidden characters and the option to fight on the arcade *SEFX* plus recolored backgrounds... but that's just nit-picking. The real question, however, based on their extremely close arcade releases, has to be: "Is *SEFX* better than *SNMP*?" My answer: No. But is it a worthy addition to the *Street Fighter* legend? Without question, yes.



**NEW CHARACTERS FLY INTO BATTLE!! FLEX YOUR WAY THROUGH THE STRONGEST WARRIORS ALIVE!!**



**SNAP LIMBS! EXPOSE MARROW!! BEAT 'EM DOWN!!!**

**R**  
REVIEW



DEVELOPER - CAPCOM

1 OF PLAYERS - 1-2

PUBLISHER - CAPCOM

DIFFICULTY - ADJUSTABLE

FORMAT - CD

AVAILABLE - FALL



**NICK ROXX**  
RespectfulGloster

EA RETURNS WITH THE MOST  
ANTICIPATED "STRIKE" YET...

# NUCLEAR STRIKE



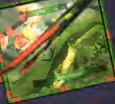
As promised, we're back with the final review of Electronic Arts' Soviet Strike sequel, *Nuclear Strike*. In its finished form, this game represents a genuine and longhile improvement over its predecessor and is a more satisfying experience all around.

This time out in Southeast Asia, it's your job, as part of the elite "Strike" force, to neutralize a lone madman in possession of a nuclear weapon. You'll be briefed with all manner of super stylish FMV clips produced by the talented folks over at Palemax Studios. If you were impressed by the FMV in *Soviet Strike*, the over half an hour of highly produced and processed video segments of *Nuclear Strike* will blow you away.

Like its predecessor, *NS* features a wonderful and realistic looking environment, and again, the cool sensation of controlling a bunch of little models is in effect. The tilted, rotating overhead view eliminates the need for a horizon, allowing the streamered surface textures to be highly detailed. Not going beyond the overall quality of the textures, there's huge diversity in them and almost every square inch of terrain looks unique. And there is cratering on the ground in the aftermath of some huge blasts. Even areas of water show extra attention to detail as they undulate slightly when still and effectively ripple when massive explosions are set off. You'll see also different

little peck marks dependent upon whether your bullets hit earth or water. Hey, it's the little details that are the coolest and most impressive. The explosions have also been improved greatly this time around. They impressively light up the surrounding terrain in all their translucent glory, and do a better job of covering up the "crumbling card castle" effect of *Soviet Strike*'s building implosions. The whole thing just looks great. And even with all these enhancements, EA has managed to increase the frame rate twenty five percent. While that doesn't mean that the engine doesn't still hiccup when the on screen action gets intense, it does so just a

RESCUE COLLEAGUES!  
INFILTRATE STRONGHOLDS!  
DESTROY ENEMY CONVOYS!





little less. Regardless, it's an impressive look, though I can only imagine how amazing this game would look at a constant 30fps.

The gameplay this time is much more varied thanks to the addition of 16 separate player vehicles. Apart from the selection of expected choppers (Apaches, Hoys, Cobras), there are now ground vehicles to command like an M1 Abrams, a Bradley, even an MLRS (Multiple Launch Rocket

System). And rounding out this myriad selection are planes (Harrier jump jet, A-10 tank killer) and a hovercraft. These new player vehicles are the most obvious and differentiating feature over Soviet Strike and make for a richer, more active playing experience.

As for the missions (of which there are a multitude spread out over five completely different locations), they retain the mixture of strategy and shooting action that the Strike series is known for. There are all sorts of cool little things to do like escorting trains through hostile territory, dropping off and picking up agents, destroying bridges, and generally inflicting mass destruction on the enemy forces. And you must keep a close eye on all times on your HUD (Heads-Up Display), being careful not to let your armor, ammo, or fuel drop below safe levels. Thankfully, pick-ups have been liberally dispersed throughout the levels. More information of prime importance to be found on your HUD is the new way-point indicator which can lead you to the next mission objective or just about anything that shows up on your map screen. That could be pick-ups, agents, even other player vehicles, as you're never really at a loss for where to go. I like this as it makes the action a little more straightforward, shifting the emphasis slightly towards the more visceral and fun activity of blowing things up. And when things blow up in this game, they blow up real good.

As much as this phrase is horribly overused, "has of the original" are in for a real treat with Nuclear Strike. While I feel there's still a problem with enemies shooting you from off screen, it's less prevalent here, though still a little annoying. But the improved engine, fifteen player vehicles, enhanced FMV, and really satisfying destruction add up to one immensely playable game. Check it out. SD



In certain levels, you can direct troops and deploy tanks and such from the Map screen.

Be sure to check out the Info option on the Map screen to glean valuable information on enemy resources and missile data, but more importantly, to look at some more excellently produced FMV.



DEVELOPER - ELECTRONIC ARTS

# OF PLAYERS - 1

PUBLISHER - ELECTRONIC ARTS

DIFFICULTY - INTERMEDIATE

FORMAT - CD

AVAILABLE - NOVEMBER



**SUBSTANCE D**  
Soviet has  
gone Nuclear!



# Croc

## LEGEND OF THE GOBBOS

The King of the Gobbos is not having a good day. Some oversized, bloated evil reptile Lord has invaded Gobbo land and imprisoned all the population! Get that! What a nasty tyrant. Prior to this unruly behavior, the King and his followers found an abandoned, tiny little crocodile down at the riverside. In true Tarzan-like fashion, the King decided to adopt and raise the small babe, thus saving him from starvation and other similar unfortunate demises. Time passed in the kingdom of the Gobbos, Croc grew up and everything was peachy. Until one day.... Yep, you guessed it....

That big old reptile Lord decided to mess everything up and conquer Gobbo land for... well... emmm... OK, he did it because he could. So the King fell to his knees and begged Croc to save the day. Croc instantly pulled on his funky backpack, sharpened his only tooth, did a few somersaults, and sprung into action. Croc was about to embark on the adventure of his lifetime. Could he save all the captured Gobbos? Would he be able to rescue the King and the lands? Was it going to be possible to defeat the evil reptile Lord and his minions? Well, this is where you come in—big time.

After watching the story unfold in an awesome FMV sequence, you are plonked in the middle of the first area and left to your own devices. There are four Worlds to conquer and an additional fifth secret world for all you hardcore gamers out there. The game has the usual types of areas that you would expect to find in 3D adventure such as Croc: forests, ice kingdoms (damn those slippery surfaces!) and a desert world all make an appearance. Each world is split up into smaller sub-stages, and during these Croc will face a variety of mid-level bosses that are waiting to stop him in his tracks. Eventually, when he gets to the end of his quest, he'll be forced to battle the demon lizard lord. The mid-bosses are really well designed. They are typically bugs and creatures that inhabit a particular world, such as the boxing Ladybug and wobbling Duckman in the forest world. All these maniac characters have been animated to perfection, and they all have their own style of combat. For example, the Ladybug has been turned into a boxing opponent, whilst the Duckman simply runs around like a moron, trying to peck your eyes out with his beak!

So, now we need to get the inevitable out of the way. There will be those people out there in game-land, who will play Croc for twenty minutes and







profess, "Bah! This is nothing more than a *Mario64/Crash* rip-off. What a con!" But it is those narrow-minded people who will miss out on one of the sexiest platformers to hit the PlayStation in a long time. So the sub-levels are quite small and the textures can be quite simple, but you get a total freedom of movement that you didn't have in *Crash*. And it could be said that Croc borrows heavily from *Mario64* (especially the underwater sections), but is that such a bad thing? Sure there's similarities to those other mighty games, but that is simply the nature of this style of 3D platform game. Whilst not being revolutionary in it's gameplay content, Croc offers you a highly enjoyable romp and certainly a worthy contender to the current PS platformer crown.

The in-game control of Croc takes a little while to get used to, ala *Mario64*, but soon enough, you'll be jumping, stomping, spinning and boinging from all kinds of platforms and ledges etc. I can seriously recommend the use of an analog joystick, as this improves the overall feel of the game immensely. Croc is able to spin round at lightning speeds and kill the baddies with his long, muscular tail. When this happens, he shouts out cool phrases such as 'KERSPLAT' or 'KABOOM' in a ridiculously high-pitched voice!

As a character, Croc looks gorgeous. In fact the whole game is like participating in a magically animated cartoon. The 3D environments are excellent, the light-sourcing, reflections and gouraud shading are near perfect. Phew! Croc also features some pretty funky tunes that are well suited to the fun nature of the game. I especially like the music on the Option menu. It sounds like some freak has swallowed a banjo! There are however, a few minor criticisms to be noted. Firstly, the old problem of 3D camera angles rears its ugly head. Sometimes its nearly impossible to get the camera in the correct position to make that tricky jump. Another annoying problem is that the individual areas are a little on the small side, so there can be a fair amount of disc access, but this rarely detracts from the excellent gameplay. On the whole, though, Croc is a monster game and a pleasure to play.

You have listened to my views and thoughts on Croc, and it should be blatantly obvious by now what you need to do. Heed the words of the Guvnor, and get your greedy little mitts on a copy of Croc today. And when you're done having fun with him, you can always consider getting a pair of those crocodile boots you've been after for years. G



**R**  
REVIEW



DEVELOPER - ARGONAUT

PUBLISHER - FOX

FORMAT - CD

# OF PLAYERS - 1

DIFFICULTY - BEGINNER-INT.

AVAILABLE - NOW



**THE GUVNOR**  
This ain't no croc



# POINT BLANK

namco



Riding a red hot cap into oblivion!

OK, here's the ingredients: Take two balding eggheads with large mustaches, add two loaded GunCons and preferably a large TV. Apply a large appetite for target practice at a twisted carnival shooting range... and slowly bake for about 30 rounds on H-Core skill level, and you have got yourself the bizarre, but strangely addictive arcade shooter, *Point Blank* (a.k.a. *GunBullet*). First released in the arcades way back in '94, PB was a big departure from the usual point-and-shoot titles around. Instead of mindlessly plugging the bad boys that popped up from behind crappy barrels, you actually have to use real skill, hand-eye coordination and split-second timing in order to achieve good results. The overall feeling that PB emits is one of standing at a tin-can shooting range in some weird fairground, waiting to hopefully win a big fluffy teddy bear or not be punched in the face by some scruffy urchin... or something... that's the only way I can describe it... OK, so perhaps I went to the wrong fairgrounds when I was a lad... Anyway, the game's main characters are two loveable chaps call Dr. Don and Dr. Dan. These marvelous freaky boys look like two hard-boiled eggs on legs, wearing Safari Joe's castoff strides and helmets! Crazy stuff, dude!

The game has many different modes of play. These include Arcade mode (which replicates the arcade machine to the nearest pixel), a training mode that allows you to choose your particular stage and play it to death, a Party Play mode that allows various different types of multi-player challenges and scraps to occur, and finally, an all new Quest mode specially designed for the PlayStation. For those of you unfamiliar with the pleasures of PB,



It's a bullet festival!



Look, Ma... I just wasted another endangered specie...



Hi-ho, hi-ho, it's off to GunBullet Island we go...



the basic gameplay goes something like this...

Choose your difficulty level (this determines how many stages you will play, and the percentage of HARD stages encountered), and start shooting! Each stage has a unique goal. For example, you may have to shoot a certain amount of targets in a set amount of time, or you may just have to survive as long as you can. The stage themes vary dramatically—from trying to plug a brand new Ferrari seventy times in twenty seconds, to taking down a wobbly UFO in five seconds with one bullet! Others include annihilating fluffy cuckoos, blasting terrorists, popping flying octopuses, and even "doing a bit of the William Tell," by blatting an overripe apple from the crown of Dr. Dan's dome (not as easy as it sounds...)! So, the point is that it's damn good fun, and you'll soon be creaming all your pals with much gusto... "But Guv, doesn't it get boring after a while?" I hear you cry...

I personally would say no, but then I've always been a Point Blank Junkie... So, just in case all that fun is not enough, Namco has included this top smart little Quest mode. Dr. Dan and Dr. Don take a dinghy ride to GunBullet Island and are approached by a strange man telling them of riches beyond their dreams... All it requires is a gun, nerves of steel and a trigger finger that would make a SWAT Chief blush... So off they trundle, in search of wads of cash.

The GunCon is turned into a novel method of navigational control, and simply by aiming and shooting on the screen, you can get the boys to wander about in search of enemies to battle. The whole Quest mode has more than a bit of the RPG system of walking around and randomly getting attacked by baddies. By disposing of these pests, the Doctors can gain experience points and cash, and therefore they can upgrade weapons to more powerful firearms, as well as purchase better armor and supplies. It's quite a novel twist on your average RPG jaunt. It proves to be lots of fun, and despite what you may think, it's damn tough to crack. Cheers, Namco, for adding more life to an already downright funky game.

So, to summarize, the FMV intro is hilarious, the graphics are quirky 16-bit-tastic, the music is straight out of a Scooby Doo convention, the multi-player action is second to none, the options are plentiful, the Quest mode is a cool bonus and Dr. Dan & Dr. Don are brilliant little characters. The only down side to the whole affair is that you can only use the GunCon, and don't even think about using a bog-standard pad. What more can I say? Namco has done it again. Buy it now and start culling helpless, furry killer whales today! G



**R**  
REVIEW

**P**  
PlayStation

DEVELOPER - NAMCO  
PUBLISHER - NAMCO  
FORMAT - CD

2 OF PLAYERS - 1-2  
DIFFICULTY - ADJUSTABLE  
AVAILABLE - NOW JAPAN



**THE GUNVOR**  
Red boys, bad boys, whatcha gonna do...

# GHOST IN THE SHELL

Here, the final review of *Ghost in the Shell*, concludes 3 months of some of the easiest analysis and designing I've had the pleasure of doing. *Ghost*, besides bringing a fresh new guise to the tired corridor/adventure biz, is one fantastic-looking and playing game, and the art that accompanies it is amazing. I so wish the game were longer and perhaps a bit more of a challenge (although

going back and doing more exploration does pay off), but overall I can't recommend it highly enough.

The soundtrack ended up about an 8 out of 10 (like the anime, much of it is ambient) and the game closes with quite a bang. The 12th mission is especially spectacular. EXACT has backed up all the great game play and fluid between-level animation with an overall finely produced end product, and as I've said before, the intro is the best in the business.

I hope that unlike the anime (so far at least) *Ghost* the game gets a sequel. I know I'm dreaming, but I imagine a 2D game ala *Castlevania* with Major Kusanagi hand drawn! I suppose the Major's final destination will rely on how you embrace *Ghost in the Shell*, but judging by the



**R  
REVIEW**



DEVELOPER: EXACT  
PLATFORMS: PS2  
FORMAT: CD  
# OF PLAYERS: 1  
IMPORTED - REGION: INT.  
AVAILABLE: NOW



**E. STORM**  
Just when you think it's over....

With game press and our reader reaction, THQ's got a bonafide hit on their hands. I've already purchased the import version which comes in a double thick case with a steaming hot cover. I hope the Japanese art makes the final US cut. THQ needs only put it in a nice package now, you'll do the rest. **ES**

# BUSHIDO BLADE

**B**ushido Blade is the most revolutionary 3D fighter ever conceived. While others have attempted to implement "true" 3D movement (side-steps and the like), or in-depth martial arts and weapons techniques, no game has pushed the 3D envelope as far as Bushido Blade. Imagine giant multi-plane arenas—absolutely stacked with detail—that you and your foe are free to roam through at will during your fight. Imagine complex, incredibly accurate swordplay, with true parrying, multiple weapon stances, and luscious death-dealing combos. And finally, imagine choosing both fighter and weapon, melding this character and his or her blade into an unfathomable synergy, only to enter a melee where a single critical blow determines the victor and banishes the vanquished. That, my patient, imagining friends, is the nature of Squaresoft's *Bushido Blade*. And it's had me locked in its spell for untold months.

Truth be known, 90% of my time with *BB* has been spent clashing with human opponents in the versus modes. Once in the Story mode, you may travel throughout the entire fighting compound during your battle. So if you're fighting on a bridge, for example, and you and your opponent eventually reach the "edge" of the bridge area and its surroundings, the game will actually take a second or two to load in a new section of the compound. It's fascinating. Have a second player join in and you can fight your way across the entire compound if you wish, running after each other like bloodthirsty madmen through a dozen or so linked environments. Slash through trees in a bamboo forest, duel beneath lush cherry blossoms, splash across a flowing subterranean river, run and climb through picturesque snow-covered fields (leaving footprints as you go), or jump into a cramped water-well to batter your foe against stone walls...It's simply amazing. And why, dear Glitch, is it so impressive? 'Cause it's never been done before. I've never played like this before, and for a introductory concept the designers (Lightweight) have handled things unbelievably well.

The graphics are astounding...considering the masses of character and environmental polygons in play, and the sound, including a stirring soundtrack by the super-skilled Arika (responsible for the *Ridge Racer Revolution*, *Soul Edge*, and *SFEX* scores) is high, high quality. Combined with excellent control, analog compatibility, and a perfect collection of gameplay modes, *Bushido Blade* is a rock-solid, ultra-replayable fighter. Most importantly, it's strong enough to stay cool well after the 3D novelties have worn off, thanks to unique play mechanics. I urge you to invest in a copy as soon as possible...then you

too can fight with honor!

## WITH SKILL



Enter the Slash mode and throw honor out the door! You're tring into a dojo to do unrestricted battle with 50 levels of 'ninja swordmasters. There's 10 opponents per level, so that's 500 total fighters to take on! This is the best place to learn *Bushido*'s sword-fighting system, as each level of fighter practices a new, tougher Katana technique for you to learn, defend, and counter.

Rapier	Saber	Long Sword	Katana	Nodachi	Naginata	Broadsword	Motoblatenr
8.8 45kg	8.8 12kg	8.8 10kg	8.8 12kg	8.8 15kg	8.8 25kg	8.8 12kg	8.8 12kg
8.8 12kg	8.8 10kg	8.8 10kg	8.8 12kg	8.8 15kg	8.8 25kg	8.8 12kg	8.8 12kg



## First-person POV mode!!!



**R**  
REVIEW

PlayStation

DEV. - LIGHTWEIGHT/SQUARESOFT

# OF PLAYERS - 1-2

PUBLISHER - SONY

DIFFICULTY - INTERMEDIATE

FORMAT - CD

AVAILABLE - NOW



GLITCH

"To slash with honor... I'll cut you down!"

# CLOCK TOWER

## SHEER TERROR!

What evil intentions lurk in the mind of the psychopath?

**Q**uestion: What could possibly be worse than being stalked by a crazed hunchback with a hideous latex mask? Answer: Being stalked by a crazed hunchback with a hideous latex mask and a massive pair of razor-sharp scissors. This is what the heroines of *Clock Tower 2* must be prepared to face. To put things in perspective, there have been a number of gruesome murders in a small town located in Norway. All the murders were committed by a deviant known only as Scissorman. The two main characters in the story are Jennifer and Helen. Both are being stalked by the killer, and it is up to the girls to solve the murders and bring Scissorman's reign of terror to an end.

The game mechanics are very similar to those of a PC point-and-click adventure, and the graphical content is similar to *Resident Evil*. By moving a pointer around the screen, you are able to interact with the scenery, acquire items and talk to other characters. By questioning people, searching for clues and investigating different locations, pieces of the puzzle begin to slot into place. You are led from University research laboratories, police stations and libraries to different countries and evil, deserted mansions. The game unfolds in a fluid manner and you are kept riveted to the plot-line throughout.

*Clock Tower's* best attribute has to be the suspense. By combining spot effects and orchestral music, a real sense of foreboding is created. Couple this to the truly panic-inducing chases that you are forced into during the game, and you will soon be hiding behind pillows and leaving a bed-side light on when you go to sleep at night. At certain stages in the game, your character will be pursued by Scissorman, and you will have to use your cunning in order to avoid a swift demise. Useful hiding places that I found were cupboards, cellar hatches, bathrooms and even a therapist's couch! (Oh and by the way, if you happen to have bedding sheets handy, please feel free to throw them on a rather disturbed psychol!) During the game, certain turning points are reached. By this, I mean you can directly influence the path that the story will take. By talking to different people, or not as the case may be, or by collecting clues and items, you can change which main character you control, and which ending you will be experiencing. The two main characters both have five endings and although the actual game does not take long to complete in terms of real-time hours, the longevity of the game is dramatically increased.

I like this game. It has all the elements of a sordid, nasty *Nightmare on Elm Street* horror movie, with truly cheesy B-Movie style voice-overs! Watch out, however, because you never know who is hiding in the shadows, behind a stack of boxes waiting to cut you a new orifice... It might just be Scissorman... Well that's it. I'm off home to bed... Wait a minute... Who turned out the lights... Mummy?? What's that noise??? ... sounds like... AAARGGHH... **G**

# R REVIEW



DEVELOPER - ASCO

PUBLISHER - ASCO

FORMAT - CD

# OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - FALL



**GUYNOR**

Didn't your parents tell you not to kill people with scissors?



Beth in town with you



Gals-Ther can't be missing.





# H-CORE RAP INSANITY!! JEYEAH!!

Parappa the Rapper was released in Japan well over a year ago, and the Land of the Rising Sun promptly commenced Parappa-mania. The game became so insanely popular that Parappa became a PlayStation mascot (along with that Australian marsupial), and after the wise decision to release a wider variety of genres, the good folks over at Sony have granted this 2D rapper an American release. The premise of this astounding title is delightfully simple. So simple in fact, that I'm shocked it isn't part of Sony's marketing budget for recruiting MTV couch potatoes. You play the part of Parappa, a young pup trying to win the affections of his sweetie-pie... a flower. Parappa's a little shy, doesn't have a flashy car or much self-esteem. What he does have is the ability to 'believe' and a woolly hat with a frog on it. To eventually win his flower girl over, Parappa must rap his way through six stages as the story unfolds. Time to get fresh with the Parappster as he dishes out incomprehensible (but undoubtedly 'phat') lyrics in the doggy style... so to speak.

First up is an audience with an Onion teaching karate. Okay...! Once this root vegetable with gi attachment commences his rap, your task is to simply keep up with his beat by rapping in time and repeating his phrases. Rap precisely on cue and you'll pass onto the next stage.



Fall to hit your assigned button in time and your rapping style changes from 'good' to 'bad' to 'poor.' Commence freestyle rapping to earn 'cool' in the rapping stakes, and you're left to your own devices until your rapping style changes again. This delightfully simple premise (hitting buttons to a beat) is the entire game, and although that's all there is to it (apart from varying your beats to win the coveted cool status and enter the level's sub game), the astounding graphics as well as awesomely cartoonish and brilliantly animated swaying characters will appeal to everyone, from the pipe-hitting gangster to the Sesame Street viewer.

This is the rapping equivalent of the voice-overs in Resident Evil; cool sounding tunes not quite actually meaning anything, but that doesn't matter one jot. You're thrown into a convincing cartoon world full of deranged characters (a driving instructor named Mooselini for example) courtesy of Rodney Greenblatt; the genius behind the invention of these 2D shifting weirdos. The game's such a joy to play, so far removed from any other PlayStation title (it's out there with Tail of the Sun), and with a cast of lovable folk, it's easy to see why this game will and shall



Fail of the Sun), and with a cast of lovable folk, it's easy to see why this game will and shall

# PARAPPA THE RAPPER

YOU GOTTA BELIEVE!!  
TRUST ME. IT AIN'T NO LIE!!



REALLY! TRY IT FOR YOURSELF!  
GO ON, DON'T BE SHY!!

"I GOTTA BELIEVE!!!"



"WOW, LIKE COOL"

- TONY AND KAREN HADEN

appeal. A little short, and once you've mastered the runs there's little else but to groove on down to the infectious tunes, but the experience is definitely worth paying 'no money' for. And Sony... I want my Parappa action figures RIGHT NOW!!!

CH

**R**  
REVIEW



DEVELOPER - SONY

PUBLISHER - SONY

FORMAT - CD

# OF PLAYERS - 1

DIFFICULTY - MODERATE

AVAILABLE - NOVEMBER



**CHIEF HAMBLETON**  
Parappa should definitely be in your house!!

Development is currently underway for the sequel to Lobotomy's hugely underrated corridor masterpiece: *PowerSlave*. Nightmare recently took a trip to Lobotomy's new HQ near Seattle to get the scoop.

## POWERSLAVE 2 IN DEVELOPMENT

GF: Tell us about the story for *PowerSlave2*?

LOB: The game is set in ancient Egypt, thousands of years before the first *PowerSlave*. At the start of the game, Ra (the sun God) disappears, causing a permanent solar eclipse on the land. It turns out that he has been abducted by one of his arch-rivals, and it's your job to rescue him and return light to the world. As a young Egyptian warrior you must seek out various Egyptian Gods and attempt to gain their supernatural powers, in order to ultimately challenge and defeat Ra's rival.

GF: You've stated *PowerSlave 2* will be a 3rd person adventure, like *Tomb Raider*. How much will a 3rd-person perspective alter the gameplay? Will it play more like *Tomb Raider*?

LOB: No, it's much more action oriented than *Tomb Raider*. There's more involvement with each enemy, more hand-to-hand combat. There will be some enemies that you can crush quickly, like the spiders in *PowerSlave*, but for the most part, combat will be a little bit more complex. We want to give the creatures more believable AI. So they can run and hide and come back out on the other side of you and attack.

GF: Will the combat be like *PowerSlave*?

LOB: It will still be weapon-based, but this time there's a lot of hand-to-hand combat. The hand to hand will be a simplified version of a one on one fighter, like Tekken. As you close in on an enemy the camera pulls out to the side so you get a better view of the action.

GF: Will the camera system be similar to other 3rd person adventures, like *Tomb Raider*?

LOB: There will be all sorts of cameras, but for



the most part it will follow you around and stay behind you so you can see the action clearly. In certain areas there might not be room for that camera so we'll put in a more dramatic camera. As you walk into a room you might want to have a side view

so you can see a God or a big enemy approaching. We're going to have very dynamic camera use.

GF: Will you still have the world map screen for accessing levels?

LOB: No. There's a map you'll see for reference but you won't be able to use it to change levels. You'll actually have to physically travel from place to place. It's kind of like *Tobal 2*'s Quest Mode, where you go from area to area, and it loads another area quickly. But you'll need a special ability to reach the Afterlife.

GF: What's the Afterlife?

LOB: Instead of just having regular 3D play like in *PowerSlave*, we are actually going to include a 4th dimension—the Afterlife. The Afterlife will be a whole 'nother supernatural world, mapped over the world you are already on. Once you gain the ability to cross over you can travel between the two worlds at will. By doing certain things in one world, you can alter the physical appearance of the other.

GF: So you're going to design two interlocking versions of every level?

LOB: Pretty much. They're going to be pretty involved.

GF: How do you reach the Afterlife?

LOB: It's an ability you acquire about 3 levels into the game, the first time you die. We'll use it for puzzles and shortcuts, and for reaching areas that you couldn't previously get to without the ability. The Afterlife is basically a continuation of the non-linear game structure that we had in the first PS.

In fact, PS2 will be even less linear than *PowerSlave*. In PS2 you can actually skip some of the Gods and not get all the weapons, or all the abilities. You don't need everything to complete the game.

GF: Will the main character have superhuman powers like in PS?



LOB: Kind of. He's a little bit more super human than most characters. But he won't be crazy like he was in PS, where you could fly around for an unlimited time or jump up higher than your height. But it will be close to that. You'll be able to get powers from different Gods.

GF: How much will the level design differ from the first PS?

LOB: We want the environments to be lushier than *PowerSlave*. Not as much sandstone. Larger scale. More decorative. One of the important

things we want to try and accomplish, that we didn't do in *PowerSlave*, is the distinction between natural terrain and man-made terrain. They kind of blended together in PS. Hopefully we can create more natural-looking terrain and more interesting man-made structures. You know, rolling hills and rounded surfaces, instead of having everything squared off.

GF: Are you using the same graphics engine?

LOB: No, it's a new engine. I mean, we're using the same tools we used to build the other engine, but it has a bunch of different techniques depending on whether you're indoors or outdoors. I'd definitely call it new.

GF: Will *PowerSlave2* be multiplayer?

LOB: The PC version definitely will be. As for the PlayStation version, I think we will probably do a link cable mode.

GF: Is there any connection between *PowerSlave* and *PowerSlave 2*, besides the Egyptian theme?

LOB: A few of the characters are back, some of the weapons, some of the Gods. The Cobra Staff is in there, but it comes in two forms. And it's not a staff anymore. Plus we're throwing in a weapon similar to the controllable missiles in *Death Tank*.

GF: Will there be Team Dolls?

LOB: Wait and see...





## • MK Mythologies •

MIDWAY • ACTION/FIGHTING • OCT.

Since we last saw *MK Mythologies*, a number of cool changes have been implemented. Midway has angled more towards an RPG aspect

in the game so now when you begin, Sub Zero has only his basic fighting skills with which to battle. By employing the MK3 combo system, you can perform cool combos on enemies and receive experience points. The bigger the combo, the more points you receive. These experience points increase your fighting skill levels and allow you to earn your special moves (e.g. the first move you receive is your infamous Iceball attack). As your experience levels increase, you gain more special moves. Currently there are nine to master. It should be noted that MK's fatalities are included, although whether or not beaillies, mermaids and animals will be included remains to be seen. Also new to game is the Item backpack, which enables you to pick up and use various power-ups. These include flasks and potions that restore health, and keys to open doors etc. Perhaps the most exciting news however, is that there will be an exclusive preview of *MK4* included on the disc! MK fans will break in the glory of fresh new *Kombat*.



MIDWAY FIGHTER'S BOX: MIDWAY AND THE BOX



SHAOLIN TEMPLES - CHINA



## • EXCALIBUR 2555 AD •

SIRTECH • 3D ACTION/ADV. • SEPTEMBER

With its 80+ talking characters and over 200 areas, Sirtech is hoping to capture the adventurous thrill of *Zelda* and the environmental skills set forth in *Tomb Raider* with *Excalibur 2555 AD*. Now ready for final review, *Excalibur* is on the operating table now being dissected for a November issue review. Beth is hunting down the legendary sword Excalibur in the future, to return to Camelot, and the road, it's a long one!

You may be wondering why we're reviewing *Excalibur 2555 AD* again. The thing is, SirTech has made quite a few changes in the game for its US debut.

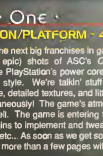
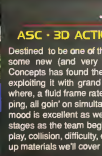
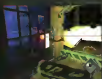




## • Enter the Gecko •

**CRYSTAL/MIDWAY • 3D  
ACTION/PLATFORM • 1ST Q. '98**

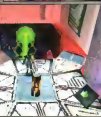
Crystal Dynamics may be crafting the finest 3D critter-based platformer ever devised. It's no wonder the opportunistic folks at Midway joined on to give *GEX* the send-off he deserves when the game ships in January. Both a Nintendo 64 (with 2 unique levels) and PlayStation version should ship simultaneously. We'll preview the latest stages (like Aztec and Cartoon) and bring you up to date on the game's progress in the November issue. 'Til then, enjoy these latest shots from the Haunted House and Prehistoric stages.



## • One •

**ASC • 3D ACTION/PLATFORM • 4TH Q.**

Destined to be one of the next big franchises in gaming here's some new (and very epic) shots of ASC's *One*. Visual Concepts has found the PlayStation's power core and they're exploiting it with grand style. We're talkin' stuff flyin' everywhere, a fluid frame rate, detailed textures, and little to no clipping, all goin' on simultaneously! The game's atmosphere and mood is excellent as well. The game is entering those crucial stages as the team begins to implement and tweak the game's play, collision, difficulty, etc... As soon as we get some buttoned up materials we'll cover more than a few pages with *One*-ness.



YOU KNOW YOU WANT ONE.

COMING SOON: PLAYSTATION

## • Blasto •

## SONY • ACTION PLATFORM • OCT.

Next month we'll review Blasto. I don't know that guy, but he's got a great attitude. Here he is belling out what will probably become a memorable flurry of witty one-liners to our new pal, Blasto. I'm actually expecting a predictable victory for the next issue... finally. This is definitely an E. Storm kinda game: platforming, shooting, exploring. It's everything a growin' game mutant needs!



## • IQ •

## SONY • PUZZLE • SEPT.



In this bizarre 3D puzzle game you must capture 'Qubes' as they roll down the screen before they reach the end of your stage. Use 'advantage' qubes to clear large areas, and avoid the 'forbidden' qubes. Very addictive stuff. The music sounds like it was left over from some epic RPG that never got made! We'll review IQ in November.

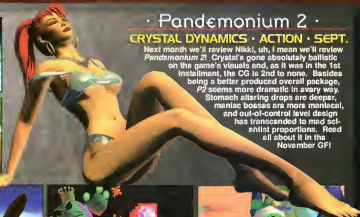


## • Pandemonium 2 •

## CRYSTAL DYNAMICS • ACTION • SEPT.

Next month we'll review Nikki, uh, I mean we'll review Pandemonium 2! Crystal's gone absolutely ballistic on the game's visuals and, as it was in the 1st installment, the CG is 2nd to none. Besides being a better produced overall package, P2 seems more dramatic in every way.

Stomach altering drops are deeper, maniac bosses are more maniacal, and out-of-control level design has transcended to mad scientist proportions. Read all about it in the November GFI



# SONIC JAM

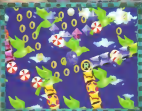
**SONIC WORLD** • With the news that Sonic Team is working on an all new character for their last Saturn title, it's unclear whether or not the stunning Sonic World engine will ever be used for another game or not. It's amazing to think it was created just for Sonic Jam! Guide Sonic around a true 3D environment (a polygon green hill zone) to access the many museums on offer and to complete a series of time based sub-quests. A tantalizing glimpse at what future Sonic games might offer...

**S**o who's going to get Sonic Jam? Saturn owners who never had a Genesis? Platform fans who never played all the Sonic games? Or simply hardcore Sonic fans who want every piece of Sonic memorabilia they can lay their hands on? You know who you are, you know what you're getting into, and this review will probably have little or no bearing on your decision.

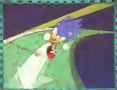
I will say this though—I enjoyed playing through the Sonic games again. Immensely. They may not be as rich in game mechanics as the Mario series, but what they do offer is short, fast, doses of pure, unadulterated fun. Yes, it's a shame they left out Sonic CD (with all that CD audio, it could never fit!) but even without it there's enough here to make Sonic Jam a worthy purchase. **K**



**•• THE GAMES ••** Pixel-perfect renditions of Sonic 2, Sonic 3 and Sonic & Knuckles. These are classic platform games, people. Even now, they are still excellent fun to play. You get the choice of original, normal or easy difficulty. You get to use the lock-on with all games. You get the spin-dash attack in the original Sonic. You get to use the analog pad. You get to actually **SAVE** your progress (how many times did you wish you could do THAT on your Genesis). Do you have what it takes to earn Hyper Sonic, Hyper Knuckles and Super Tails?



**•• THE MEMORABILIA ••** As with Namco Museum, Sonic Team has provided a comprehensive collection of Sonic memorabilia. All of the music from all of the games on the CD, tons of art and character profiles, a detailed history of EVERY Sonic product released up to 1997 (compare the American box art to the Japanese art—doh!), and best of all, a Movie Theater with over half an hour of video, including extended versions of the Sonic CD intro and ending.



**REVIEW**



DEVELOPER - SONIC TEAM

# OF PLAYERS - 1-2

PUBLISHER - SEGA

DIFFICULTY - HA, YOU KIDDY?

FORMAT - CD

AVAILABLE - NOW



**KNIGHTMARE**  
This is cool!

The Saturn's bread and butter, in-house translations of Sega's often brilliant arcade titles, is about to be spread a little more thickly with the coming of AM Annex's *Sega Touring Car*. Though only about 50% complete at this stage, fans of Sega's racers should look forward to being delighted yet again.

In *STC*, you're treated to the usual three tracks—in this case, the Country Circuit (beginner), Grunwald (medium), and Brickwall Town (Expert). There are four cars to choose from, real road-going vehicles modified for touring style racing that include an Opel Calibra V6, Toyota Supra, Alfa Romeo 155V6T, and an AMG Mercedes C-Class. Each has its own default handling set up, though in the new Saturn mode, you can modify and then save changes to gear ratios, tire hardness, front and rear suspension settings, etc. for each of the four cars. In both arcade and Saturn modes, you can race in a Championship mode, a time trial mode, and a two player split screen. Standard racing fare.

*Sega Touring Car* features some of the most pumping driving tunes, nay, songs, ever to grace a home racer. The redbook tracks are pounding with intensity and spiced with some black rockin' "rytms" like, "Are you stuck in a window pane," and, "It's better than ever, Instant poetry!" Only in a Sega racer.



Choose from an Opel Calibra V6, the Toyota Supra, the Alfa Romeo 155V6T, or the AMG Mercedes C-Class!



# SEGA TOURING CAR

Customize and modify your vehicle's  
tire hardness, gear ratio and the  
front and rear suspension!



It's a bit premature to comment definitively on the graphics at this point as the game is not finished, but seriously, how could it end up looking any less stellar than *Rally* or *Daytona CE*. Already in this version, the draw in distance is respectably distant and the speed of the engine is astounding. If the inconsistent and jumpy frame rate can be fixed for the final, this will be one amazing looking Sega racer.

Come November, we'll just have to see if AM Annex's conversion of their arcade title will fare as well as past successful AM translations. We'll let you know. Its pedigree certainly can't be scoffed at. **SD**

**P**  
PREVIEW



DEVELOPER - AM ANNEX

# OF PLAYERS - 1-2

PUBLISHER - SEGA

DIFFICULTY - ADJUSTABLE

FORMAT - CD

AVAILABLE - WINTER



**SUBSTANCE D**  
Are you stuck in a  
window-pane?



**I**t is the year 21XX AD (Oh how the Japanese love their nebulous time frames). It is a world in which human beings and Replifolds (machines with human thought) coexist. In this world, there are two ruling organizations: the Irregular Hunters and the Repliforce. The Irregular Hunter's job is to dispose of any Replifold whose electronic brain may malfunction. The Repliforce, an army made up entirely of replifolds, provides assistance in case of things such as natural disaster. Both organizations worked together, helping each other to execute their respective missions. One day, the General of the Repliforce pulls a coup d'état and the once-peaceful Repliforce now occupies various important facilities. The headquarters of the Irregular Hunters decides to ask MegaMan X and Zero to become their allies. Repliforce hunters enter into this fighting, not entirely sure what they're fighting for...

**W**hat a way to celebrate the tenth anniversary of MegaMan's creation. *MegaMan X4* witnesses a return to the steely intensity and quick action of the game's earlier outings after a fun (and successful) trip through the pastel-colored la-la land of *MegaMan 8*. Also returning is Zero, X's friend and commander of the "No. 0" special enforcement unit, who made his first appearance in *MegaMan X*.

Capcom has seen fit to develop *MX4* for both Saturn and PS and the differences between the two versions are merely cosmetic, so let's dispense with those details right off: First, the obvious: PS FMV looks nicer and there are true transparent effects like on Mega's dash and some background effects. And counter to what is technically possible, the game's sound is generally better and more full on PS (as the Yamaha sound chip sleeps away its existence in the Saturn). In the Saturn's favor, certain backgrounds feature some wavy line scrolling and the loading times are slightly more reasonable. Outside of that, the games are identical, so choose as you will. Either way, you'll be in for a bombastic *MegaMan* treat!

The first order of business is selecting between MegaMan or Zero (newbies should understand that MegaMan fires shots and Zero swings a swooshing light sword). Both characters animate with typical Capcom brilliance and flair, with all sorts of wonderful touches like blinking eyes and heaving chests. They're quite the little characters to behold. All the small but satisfying details (like the cool little metallic 'squirt' sound each time you jump) are yet more proof that Capcom is a gamer's company. They truly care about each and every one of their games.







As I alluded to earlier, this MM game is all about action, action. There's always somewhere to jump, something to avoid, something to get, and most importantly, something to destroy. This game is designed to keep you on your toes. A speedy hover-bike sequence and a fun bit on a moving

train add even more intensity to an already amazing game.

Like all previous, "traditional" MegaMan titles, the boss encounters dictate the flow of the entire experience. In the off chance that you didn't know, you gain a weapon from each boss you defeat, which in turn can be used to quickly destroy another boss. MegaMan gains weapon power-ups and Zero learns new abilities such as a downward spike attack. It helps tremendously to take the levels in a specific order. Discovering the proper weapon to take out a

**"...MegaMan X4 marks a return to  
steely intensity and quick action..."**

seemingly insurmountable boss remains a classic, satisfying experience, the hallmark of the MegaMan series. And there are some great boss encounters in MMX4, from the icy blasts of Frost Kibatos to the sheer magnitude of the massive General.

There are even cool parts that MegaMan can pick up to upgrade his suit. An arm-part powers up the stock charge shot to a plasma charge shot, a foot-part adds quick hover ability and mid-air dash, and a body-part allows MegaMan to blast forward as a fireball (Hadoken!).

If you still love MegaMan, haven't played a MegaMan for awhile, or have somehow never managed to play a MegaMan, this one is the best yet and/or a great place to start. It's dripping with 2D Capcom goodness from beginning to end. And in this polygon mad world, keep in mind that you're probably going to be seeing fewer and fewer games

like this, so treat each one like it's the last! Although, knowing Capcom, this won't be the last 2D MM we see (barring more interference from Sony). Don't let this one slip by! **SD**

**R**  
**REVIEW**



DEVELOPER - CAPCOM

PUBLISHER - CAPCOM

FORMAT - CD

# OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW

**MEGA D**

He still can't duck  
and I don't care!

CHECK US OUT ONLINE AT - <http://www.gamefan.com>

# DUKE NUKEM 3D



**I**t's almost here. Lobotomy is in the final stages of converting 3D Realms' ground-breaking 3D blaster to the Saturn, and things are looking peachy keen. Now that Lobotomy has most of the major elements in place (level design, enemy placement, etc.), they are focusing on eradicating all bugs and cramming in as many last minute extras as possible. Extra snippets of Duke speech, mirrors (even the N64 version doesn't have that!), the 'adult' movie playing on the abandoned theater's big screen, a functioning pool table—more details than even Lobotomy believed possible with the Saturn's limited RAM.

I know this is only a preview but I've got to tell you that this game is looking great. The engine fairly blazes along at a near constant 30 fps, with clean textures, enhanced lighting effects and dozens of enemies on-screen. The music is awesome (Lobotomy's in-house musician has composed red-book audio tracks based on the PC's MIDI tunes), the control is perfect, the action is frenetic and the two player mode is shaping up to be the best reason to own a NetLink.

As if that wasn't enough, Lobotomy is throwing the latest version of Death Tank (which features earthquakes, lasers and recordable stats) onto the disc as a hidden extra. How do you access it? Now that would be telling... **K**



## SMUT...COME GET SOME!

Unlike the N64 version, Saturn Duke will retain ALL of the er, 'questionable' scenes of the PC original. That includes dancing strippers (who actually remove their tops when you give them money), cocooned naked women (who can be killed), pornographic movies and the extremely controversial cut-scenes. For instance, when Duke confronts the episode 2 boss he remarks, "I'm gonna rip off your head and s\*\*\* down your neck." Defeat the boss and you get a cut scene where he actually makes good the threat. I kid you not!



DEVELOPER - LOBOTOMY

1 OR 2 PLAYERS - 2

PUBLISHER - DEGA

DIFFICULTY - ADJUSTABLE

FORMAT - CD

AVAILABLE - OCTOBER



**KNIGHTMARE**  
I'm gonna  
get medieval  
on your ass!





You see these screen shots? That's Quake running on a Saturn. The enemies are slightly smaller than the PC version, the textures are a bit grainier, a few of the level layouts have undergone some minor surgery, but otherwise it's Quake, on your Saturn, running at a very reasonable 20+ fps. Ok, let's just think about that for a second. Quake—a cutting edge PC title that only last summer represented the absolute pinnacle of PC technology, requiring a Pentium-class processor with a minimum of 16 megabytes of RAM to



“What Lobotomy has accomplished here is something of a technological miracle...”



play. Saturn—a 3 year old game console, never really designed to handle taxing 3D, with approximately 2.5 megabytes of ram. Technically this game should NOT EXIST on the Saturn. But obviously nobody told Lobotomy that...

I don't want to say too much more now (I'll let the shots do the talking) but before I go I'd like to clear up one small matter. Everyone criticizes Quake as being a poor single player game. Quake is NOT a poor single player game. It's just better in multiplayer. The single player quest is still fast, violent, challenging and above all, dripping with gothic atmosphere. Plus Saturn owners

also get 4 exclusive Lobotomy-designed levels, enhanced lighting effects and Trent Reznor's awesome redbook audio soundtrack. Given the hardware limitations of the Saturn, you quite simply could not ask for a better conversion than this. More next month. **K**



**P**  
PREVIEW



SEGA SATURN

DEVELOPER • LOBOTOMY

PUBLISHER • SEGA

FORMAT • CD

# OF PLAYERS • 1

DIFFICULTY • INTERMEDIATE

AVAILABLE • WINTER



**KNIGHTMARE**  
Now, about that link modn...

# NINTENDO SWINGS OPEN ITS DOORS AND LETS THE RIFF RAFF IN FOR THE VERY FIRST TIME AT THE NINTENDO GAMER'S SUMMIT!

Yes, through Nintendo's secret service and metal detectors we went straight into the hallowed halls to gape in awe at this year's crop of 1st party goodies. Among the usual game delays ("it's been pushed back 'til when?!"), all were given a glimpse at the all new Rare-developed shocker *Diddy Kong Racing* (DKR). These screenshots may lead you to believe this is simply *Mario Kart 64* all over ... uh, "I said not. This game kicks its butt..."

Set to ship on November 24th, *DKR* matches the largest N64 cart size to date—a whopping 128 Megs. There's eight fruity racers to choose from, including: Diddy Kong, Banjo, Conker, Krash the Alligator, and various other animal fuzzy-wuzzles, some so hyper cute anyone over 6 will never pick 'em. So what, it's Nintendo. You won't care and you'll love it. There are 4 main worlds and a secret world which features 20+ regular tracks, boss tracks, and hidden tracks. You get to tear around these courses in karts, planes, and hovercrafts (!). Each feature completely unique moves and all have to be used to complete the game. It also supports the Rumble Pack so you can bump and shake as you rip around.

Rare has taken kart racing to a new level with added vehicles, bosses (!), mission objectives and hidden characters—it's like a full-blown 3D adventure combined with a graphically mind bending racer. And if you've think you've seen hot effects on the N64, prepare to be even more amazed. Visually Rare's new proprietary technology—which allows for lighting from the gods and animation off the charts—will astound you.

With the delay of *Banjo Kazooie*, *DKR* is set to take center stage leading into the soft-soaked Christmas season and Nintendo has prepared accordingly. 1 million copies will be distributed, followed by 2 million more soon after. Those are some serious numbers, yes, but this is one seriously cool game. We'll have a full blown review next month.



# DIDDY KONG RACING



GUESS WHAT  
MILLIONS OF  
AMERICANS WILL BE  
DOING THIS  
THANKSGIVING...  
BOYS... BOYS? BIRD'S  
READY... BOYS?...  
HONEY COULD  
YOU... HONEY?



The latest in Hudson's hyper-addictive Bomberman series makes its way to the N64 courtesy of Nintendo who will do the honors here in the States.

This time out, prepare for enhanced graphics and sound, as well as all new features exclusive to this version. The new Story Mode is set in a 3D rendered pseudo-isometric perspective, and smashes the 2D Bomberman of the past. Of course the always intense multi-player mode, is here as well with clean rundars and realistic effects. With so much attention focused on DKR, Bomberman 64 had less impact, but when it comes to staying power, well, anyone who's bombed before will tell you, Bomberman is pure addiction. Look for it in December.



## Nintendo 64 1997 3rd & 4th qtr. releases...

**Aero Fighters Assault** - Mc O'River  
**Bomberman 64** - Nintendo  
**Clay Fighter 63-1/2** - Interplay  
**Diddy Kong Racing** - Nintendo  
**Duke Nukem 64** - GT Interactive  
**Extreme G** - Acclaim  
**F1 Pole Position** - Ubi Soft  
**Jeopardy** - GameTek  
**Lamborghini 64** - Titus  
**Mace: The Dark Age** - Midway  
**Madden 64** - Electronic Arts  
**Mischief Makers** - Nintendo  
**MK Mythologies: Sub Zero** - Midway  
**Multi Racing Championship** - Ocean  
**Mystical Ninja 64** - Konami  
**NBA In The Zone** - Konami  
**NFL Quarterback Club '98** - Acclaim  
**San Francisco Rush** - Midway  
**Top Gear Rally** - Midway  
**Wayne Gretzky 3D Hockey '98** - Midway  
**WCW VS. NWO: World Tour** - THQ  
**Wheel of Fortune** - GameTek

LLLET'S GET READY TO CRUMBLLLE!!!

# CLAY FIGHTER 63 1/8

[illegible]

**8** **Health-Related Quality of Life** The primary outcome was the health-related quality of life (HRQL) of patients with a diagnosis of bipolar disorder, as measured by the SCL-90-R. The SCL-90-R is a self-report questionnaire that assesses the severity of various psychological symptoms and is widely used in clinical research. The SCL-90-R consists of 53 items, each rated on a scale from 1 (not at all) to 5 (very much). The total score is calculated by summing the scores for all items, with higher scores indicating more severe symptoms. The SCL-90-R is a well-validated and reliable measure of HRQL, and has been used in numerous studies of bipolar disorder.

1. **Identify the problem.** The first step is to identify the problem. This involves understanding the symptoms and the context in which they are occurring.

After a verbal introduction and a quick glance at the options, he chose one of nine battle fighters and got ready to crumble.

Following the surrounding polygonal arenas that come spinning into view, Michael Butler (the "Let's get ready to rumble" guy) gets the day rolling, and from there the game never shuts up as a mix of the fast, then, fastest one liners you've ever heard in a game begin to fly including such favorites as "Ees fu tung".

Taste it. "We Jammin'", "Fly the voodoo skids", and many, many, many more. "Spillins" (pieces of each character that coincide with their on-screen persona) fly as well. For instance, throw down a Super Brown Betty Combo on King of

I and only I  
have the power!  
-Moungun

and the Moon will fly

The action, a mixture of Street Fighter (offensive super) and that comfy button configuration Killer Instinct (combo brackets and a pinch of HK (Clash) is almost too fun as it is

**THE** **WORLD'S** **LARGEST** **SPORTS** **MEETING**

## CLAYTALITY



**Jingle this  
all the way!  
-Sumo Santa**

Let's sum it all up: three kind of... Sides of the pocket that makes you've not seen it all comedy. Unlike *Hyperbilly*, a great soundtrack, a great combat, brutal gameplay, and lots of about 2000 (maybe with a certain few more things) sounds like a killer deal, huh?

I do, however (don't we always?) have some complaints. The amount of frames per character isn't what they should be. Everything moves along pretty enough but the animation is a bit jerky. Everything is a bit slow. In just as it should be. So then, in a 60 to 1.3 Super Mario far behind on how much about *Crashleyed*. Think about it? ES.



**476 HIT INSANE COMBO!!**



**MASSIVE MODEL!!**



**CLAYTALITY**

**BITTY-BITTY MODEL!!**



**You need a  
more training!  
-Kung Pow**



**THAT'S  
GONNA  
LEAVE A  
MARK!**



**TRIPLE  
BROWN  
BETTY  
COMBO!!**

**R  
REVIEW**

**NINTENDO 64**



**DEVELOPER - INTERPLAY**

**PUBLISHER - INTERPLAY**

**FORMAT - CDD**

**# OF PLAYERS - 1-2**

**DIFFICULTY - ADJUSTABLE**

**AVAILABLE - OCTOBER**



**E. STORM**  
I did a "Tumble" Worm  
into a "Eat Cow"  
and finished with a  
"Whee Nolla"!



In the intense, pentathlon-simulating world of futuristic racing action, one title leaps up from the pack and bites you hard on the neck until you're forced to play it to distraction. That game is *WipeOut XL* for the PlayStation. Now over a year old, *WipeOut XL* has never been bothered in terms of speed and gameplay... until I began my unending relationship with a small gray cartridge labeled *Extreme G*. What I initially dubbed as a somewhat blurred and foggy homage to *Pygnosis'* sprawling achievement slowly turned into a sweetly-palmed, nostril-bitching weave through absolutely the most rapid racing game ever on any system. This is the Ferrari F-40 of racing titles. Forget yer *Rushes* and yer *Top Gear* *Rallies*. If you're after pure undiluted speed, then hop on board a *Ton* bike and meet me at the starting cyber-grid.

Remember that laughable '80s television show called *Street Hawk*? Who can forget those Glen A. Larson-tesic special effects and the hilarious bits every show when the hike 'erbood' down a city street, and the film speeded up to create a pretty crappy sensation of speed? Well, forget your pseudo-spoof: *Extreme G* is faster than that. This here's the FUTURE, gosh darn it, where all the togo and

decel-making art Designers Republic influenced, you're cyber-stuffed into your purring metal bullet, and hurtled down tracks at stupidly quick rates. As you may have gathered by now, this game's pretty fast. I just wasn't prepared for how fast until I'd screeched around the glut of insane courses on offer here. What follows is an overall impression of the game based on a single day's play.

A SPEED JUNKY'S  
WET DREAM!

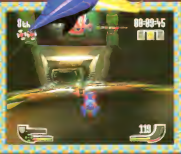


EAR-POPPING, HEAD-WRENCHING SPEEDS!

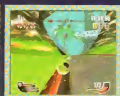
Firstly, the new logo looks cool. Very, er, Designers Republic-influenced (Sheffield-based company responsible for the look of the *WipeOut* games as well as a load of UK band covers such as PWEI, er, but not involved in this project). There's an excellent array of options, ranging from a two-player game mode, practice tracks, a shoot-'em-up against a grizzled CPU mercenary opponent and the usual "FX up, music down" that we've all come to know and love when playing cartridge-based games. But wait! The music's actually pretty cool: very (hoh, hoh) *WipeOut*-influenced techno dance numbers. Sure, there's not enough of them and they sound as if they've been parried straight from an Amiga 500, but they're good enough to actually listen to while you're playing the game, which is more than can be said about the dirge I had to survive in *San Francisco Rush*...

Okay, I know you'll be loath to learn how the game plays, and in this respect, Probe is to be given a thumb way up for the game engine. Providing you change your accelerator button from the Z trigger to the A or B (otherwise, the constant pressing will numb and eventually atrophy your index finger), you've got a vast array of bikes to plummet around the courses as. Flick through them in the 'choose your bike' screen, scratch your head and try to figure out what the different logos in the 'bike performance' section mean, and prepare to tear down the trackway. Wind your way past power-ups, over massive jumps, up, down, over and under terrain, jettling over ramps while letting off rockets, bombs, waves of electricity and lasers at any hapless CPU foe who dares to challenge you (those computer-controlled bikes are tough but never unfair). What starts off as a speedy jaunt around a desert track soon turns into full-throttle insanity as I found out when I hit my turbo boost. It all went into *Street Hawk*-based madness...

The moment my twitchy finger hit the boost button, I was propelled forward faster than an AK round out of a gangster's Klashnikov. "Woohooooo!! Arrgh! Bibble!!" I spluttered as I wrenched for control of my wildly colorizing bike. "This is eye-bloodingly fast!" Add to this some wildly speeding courses (these are more like roller coaster rides on steroids) with loops and twists like nothing you've seen before, multiple routes through canyon-like zones, plus more levels the further you progress (culminating in a frankly scary *Mario*-style grassland with mutant trees, sky villages and massive UFOs buzzing you), and you'll realize why I had to be sedated after my first half hour of gibbering gameplay. Smooth, yet blurry graphics moving at blinding speeds, two secret hikes, and a lava stage that'll have you scrambling your jaw from the floor. A speed junky's wet dream.







However (yep, you know what's coming), there are some "thunk way down" problems. Firstly there's fog. Not misty baroque fog like the ethereal haze hanging around MotoGP Racing Championship's coasts, but thick dense 'anno-ne-the-background' effluvia that seeps into your gameplay and reins your day. And fog. Filthy fog. It's as if a dinosaur hunter had climbed onto a bike and took it out for a spin. No wonder then, that some of the nastier reviewers on rival magazines have already dubbed this game *Extreme Fog*. And I concur; you have to learn the track layout, because you surely won't see any of the corners coming! Another flaw? Glitching! Yes, I was as shocked as the next prospector when I entered the marvelous lava track, swerved the wrong way in a head-twisting anime and fell through the side of the track into... *Extremely* blue fog. I sped back through the tracks and tried again. This time I hit a jagged wall section and got stuck, couldn't move and watched all my rivals speed by. Five minutes later I cried into my trying pants, grabbed another three handfuls of chewin' tobacco and decided I was really going to try and stay on the track this time. And that I did. I completed all three modes of play in a day's sitting...

The speeds are tremendous, as is the uncontrollability, fog and ease of completion, so be warned, all those who laughed at the name of *Wipeout XL*. *Extreme G* is a great racing game, but not quite as there with *Psygnosis'* classic, thanks to the above gripes. True, there's no annihilation of speed anywhere close to the intensity on this title, but this rapidity comes at the expense of re-draw. A recommended buy, by all means, and the less-detailed and slower two-player mode saves this from being a week's enjoyment (and it's a blatant [yet pleasurable] *Wipeout XL* rip-off). Good, clean, polished and *Extreme* loggy fun. **CE**



THE FASTEST DRIVING  
EXPERIENCE SINCE  
RAGE RACER!!



DEVELOPER - PHOEBE

# OF PLAYERS - 1-4

PUBLISHER - ACCLAIM

DIFFICULTY - ADJUSTABLE

FORMAT - CART

AVAILABLE - NOW



CHIEF  
HAMBLETON  
Fly through this  
at frightening  
velocities!

# TOP GEAR RALLY

What is it exactly that you look for in a racing game? Is it a smooth frame rate and a respectable stable of competitors? Perhaps it's variable terrain and weather, a formidable two player mode, and awesome physics & playability? Of course it wouldn't hurt to have a wealth of options and game modes, analog control, simulation and arcade play, and cool

LAP 1/3

TOTAL TIME  
1'59"16  
TIME LEFT  
1'30"64

123MPH

2<sup>ND</sup>

replays, etc.

Of these 10 features would a game that had five or six of them float your boat? Well, gentlemen (and maybe even a few ladies), Williams Home Entertainment will soon bestow upon N64 gamers all of the above!

Top Gear Rally is all wrapped up and should be out (or just about) by the time you read this.

If you're a Rally fan especially, settle in for a monumental challenge.

**R  
REVIEW**

NINTENDO 64



DEVELOPER - VICE

PUBLISHER - WILLIAMS

FORMAT - CARTRIDGE

UP TO PLAYERS - 2

DIFFICULTY - 100% ADJUSTABLE

AVAILABLE - EVERYWHERE



**E. STORM**  
THIS GAME IS RALLY  
GREAT.

realism and simply put, one of the finest off-road video games ever produced. First, tweak the car of your choice (including tires, suspension, gearbox, and steering) then head for the highways and byways... we're goin' racing! Initially two flawlessly rendered cars are available and as you progress (by winning, second, won't do) speeder models will become available. You can even decal and paint each car to your liking (note the spiffy Storm car in this very spread).

Once engaged in the mud throwing mania, master the power-slide in practice mode and then enter a full blown Rally vs. 20 opponents! It takes super skills to master all five tracks as you must contend with weather that realistically effects the gameplay (to an



**NIGHT TIME RACING WITH REAL TIME LIGHTING!...**



**PLUS, THE MOST REALISTIC SNOW PHYSICS EVER!**



**SKID TIME! TORQUE THAT KICK OUT WAKES AS THE RAIN FALLS!**



**2-P ACTION!**



# 5 SEASONS TO WIN! NEW-FASTER CARS AWAIT!



FROM THE LOW DESERT TO TWISTING MOUNTAIN PASSES, RACE THROUGH EVERY TYPE OF TERRAIN IN 5 KINDS OF WEATHER!



extreme degree) and ever stiffening competition. This winning combination (along with practice and arcade modes) makes TGR a lengthy & superbly challenging affair. With single laps taking up to 3 minutes each race becomes an exercise in concentration as well as precise driving skills. You just couldn't ask for anything more in the game-play department.

Aurally all is well, with crisp, realistic engine and environmental sound FX—however, the soundtrack, due to limited space I'm sure,

quite mundane. It hardly factors in though as it's played low behind the actual race effects which should rightfully take center stage. The two player mode (via split screen) is cause for some mild clipping but a respectable frame rate is adhered to making this one of the better 2P racers out there.

If I must whine (and I must, it's in my contract) I could have done with a track or two more (although hidden ones do ease the pain) and perhaps an optional full bodied soundtrack, but given the shortcuts, superb weather effects, spot on control, respectable length, and heavy options, I choose to simply say bravo to Boss for makin' it great and Midway for marketing it as such. TGR is a winner, pure and simple. So go get all dirty... and wet... and snowy... and foggy! ES

SHORTCUTS! CHEATER



# KONAMI FLEXES ITS 64-BIT MUSCLE!



Goemon, one of my most anxiously awaited N64 titles of this slightly dry year, has finally made its way into my waiting hands. Albeit Japanese and difficult at times to play as a result, I have my secret weapon in place (a translator) and... Konami's phone number! As you can imagine, the first thing I did when astonishingly (I thought for sure it would be delayed, aren't they *all*?) Goemon showed up, was call Konami for the low down on a stateside release. If the game's an import-only title, by GF rules it gets reviewed in JNN. But if it's coming this way in the foreseeable future, it's regarded a US preview, as possible fixes and of course localization will surely play a part in the game's overall score. After enthusiastically singing the game's praises I was informed that indeed Goemon would be coming home as soon as this Christmas. You gotta love Konami of late—Sulphur, VandalHeart, Castlevania, Goemon, Metal



MT. FUJI AWAITS! THE PIPE MASTER AT THE PEAK'S GOT YOUR CHAIN

PIPE... GO-MON! GO GET IT!

Gear, Hybrid Heaven... they're making all the right moves.

As hyper Japanese as it is, I believe Goemon (touted Mystical Ninja stateside) will finally break into the mainstream this time out, due to some spectacular 3D adventure-filled game play, a truly memorable soundtrack (32 megs of 128 are dedicated to music) and one lone, diverse, Zelda-esque quest. If Goemon makes Christmas it will beat out Imagineer/TMCo's "Quest" and

become the first ever Nintendo 64 action RPG, and that carries a lot of weight in Nintendo-land—especially with Zelda quite a ways off (the latest is 2nd Q '95 US).

Goemon takes place in and around Ondo, Japan. On this fateful day a UFO appears carrying a band of invaders who call themselves the Neo Mt. Momo Bakufu! These evil musicians from another galaxy intend to take over (don't aliens always) Ondo using (and now get this) "Gomous My-Stage Tactics." That's right, you heard it here first. As I said, very Japanese! It's so cool, don't



**P**  
PREVIEW

NINTENDO 64  
NN

DEVELOPER: KONAMI

PUBLISHER: KONAMI

FORMAT: 128 MEG CARTRIDGE

# OF PLAYERS: 1

DIFFICULTY: INTERMEDIATE

AVAILABLE: NOW APR. 19. \$79.95

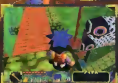


**E. STORM**  
Konami's dedication to this series is both welcome and admirable.



## BOARD GOEMON IMPACT FOR FURIOUS 3D BATTLE ACTION! KICK, PUNCH, AND COMBO!

ys think?  
I'm sure the story  
will be edited when the game  
lands here. Initially you control  
Goemon, protector of  
Japan! And with a tap of the  
downward yellow Sweetart™  
Ebiisu-Maru, his slightly



pucky Ninja friend. Goemon knocks people upside the  
head with his pipe and Ebiisu-Maru uses a mallet to  
stun foes. An hour or so into the game you'll run across  
Yae-chan, a female Ninja with a wicked sword, and finally,  
Bansuke, a clockwork Ninja who throws  
kunai. Each character plays a specific role  
in the game (Goemon's chain pipe reaches  
across chasms, Ebiisu-Maru can shrink to fit  
through tiny openings etc.) and switching  
between them is effortless. Besides their  
normal tactics each has a special super skill  
as well. These also play key roles in the game.  
It's a lot like Zelda actually, in design. The main  
attractions however, lie in the game's phenomenal  
detail and deep gameplay. Each of the main  
labyrinths are spectacular, with a couple so mind-bend-

ingly superb I couldn't believe my eyes and, the  
gameplay in them is equal to the task.



Technically, Konami's engine allows  
the player to see further than in  
any current N64 release and  
although the frame rate chugs a  
little it's only when you're in a massive  
environment, filled  
with spectacle. You  
really shouldn't (and  
likely won't) care. The  
detail in this game and the  
integrity of the models (the smallest vil-  
lagers have blinking eyes, little ears and  
colorful little outfits) is astounding and the whole thing



EXPLORE COMPLEX 3D MAZES!  
BEFORE YOU FIND THE BOSS, EACH LEVEL HOLDS ITS  
OWN ASSORTMENT OF NECESSARY ITEMS AS WELL AS  
IDOLS WHICH INCREASE YOUR NUMBER OF HEARTS!  
THINK ZELDA... JAPAN STYLE!



## MASTER SECRET TECHNIQUES!

YOU'LL BE PUT TO THE TEST, BUT SUCCEED AND YOU WILL RECEIVE SUPER-SKILLS AND POWER. EACH CHARACTER'S SPECIAL ABILITIES MUST BE MASTERED TO COMPLETE THE QUEST.



just feels huge. It's quite epic.

Besides the bosses you fight at each labyrinthine end, the famous giant-robot-Goemon (code named Impact) again makes an appearance. "Except this time in stunning 3D, it's the first time I've embraced this aspect of the



game (having dialed it in the last two 16-bit incarnations and the PS version) which is now set up via cinema and privy to its own very special set of play mechanics. These antics are now highly memorable.

The one aspect of the game I hope they tend to for the US release would be certain areas

SAY WHAT YOU WILL ABOUT THE N64, BUT YOU AIN'T GETTIN' THIS ANYWHERE ELSE. GOEMON IS A TRIBUTE TO THE SYSTEM'S 3D SUPER POWERS.

between major locales where obviously fixable camera fall-out and glitching scenery take place. I'm happy they made the scheduled date in Japan (real happy) but now that they've got some breathing room these should be tucked away.

Although I've already exceeded the boundaries of your standard preview, I must mention the quality of the soundtrack in Goemon. It is without a doubt the deepest and most extensive yet to appear on cart. Three songs (one at the game's outset, one when you obtain





Impact, and one at the game's end) have full lyrics (in Japanese) and the rest, a spiky mix of twangy Japanese theme and spunky platform tunes, is simply delightful, as are the perfect sound effects throughout.

I'd love to go on and on about the inner workings and epic episodes of Goemon but they will come at a more fitting time, closer to the UB launch. I'll leave you for now by saying that by

using Goemon as a barometer, I shudder to think of the splendor that Cantlevania will provide and, soon after, Hybrid Heaven. The sooner Goemon hits the States the better: It's a superb game that will provide long lasting refreshment to a genre thirsty for content and an audience that appreciates every drop. **ES**

TAKE A LOAD OFF

SPEND THE NIGHT BEING FANNED BY SHAPELY GEISHA'S (200 RYO), IN AN ECONOMY SUITE (100 RYO), OR IF YOU'RE REALLY CHEAP (60 RYO) ON THE FLOOR.



THE LEVEL OF DETAIL, FROM THE CHARACTERS TO THE VIVID TEXTURES, IS MASTERFUL.

BUSTLING VILLAGES ARE FULL OF PLACES TO GO AND PEOPLE TO SEE. THIS IS A FINELY CRAFTED & EPIC ACTION/RPG.

正義

ALRAZ-OMAN WELL, PLASHA JUST REMEMBER TO VISIT OFTEN. PLASHA HOLDS THE KEYS

SEE YOU AGAIN SOON!!

# SAN FRANCISCO RUSH

## EXTREME RACING

Take to the streets of San Francisco!

UPDATE

NINTENDO 64



DEVELOPER: ARCADE GAMES

PUBLISHER: MIDWAY

FORMAT: CARTRIDGE

# OF PLAYERS: 1-2

DIFFICULTY: N/A

AVAILABLE: FALL



CHIEF HAMBLETON

This game must have been modeled after Waka's driving!

Another version of San Francisco Rush has landed in my stinky lair for Hambleton approval, and to continue where I left off after last month's frothing, I can again extol some virtues about this great-looking (and playing) racer/flying game from Midway. First however, I'd like to iron out a few of the inaccuracies I reported last issue. Firstly, this is a faithful port-over of the arcade version, but it isn't exact. Don't expect sparkingly clear graphics; this is a slightly cut-down version of the \$20,000 arcade unit, but it's as close as I'd expect it to be on any home version. Secondly, those wild claims of 60 fps action that I threw about with gay abandon. The game looks to be running more at around 30 fps with some slowdowns. Not jaw-dropping, but impressive nevertheless. Cuh, I dunno, ya caa't trust anyone these days... Apologies if I overexaggerated anyone; obviously the spirit of the Enquirer had entered my brain...

But hey, this is still a fantastically fun game to play! I've now got eight drone cars to weave about during my giddy racing antics, and all the courses are now in place. You know, this game's half about racing for first place, and half about scrapping along the sides of the tracks, looking for every secret zone this game has in spades. We found an area on the fifth course where you launch (A-Team style) on a grassy ramp, onto the roof of a house, over a street and into a town square. Of course, even if you're slightly off center on your jump, there's little chance of landing in one piece... but the uncontrol-



table flight through the air (twisting violently from side to side) before landing in an inferno of fiery death more than make up for this. Think back to *Hard Driver* in the arcade and you'll instantly understand the insane (and totally unrealistic) 3D car physics going on in this title (hence the 'flying' motif I planned to this title earlier in the preview).

Special mention must be made of the sixth course. Still under construction, this features the wildest ride yet, a massive straight section you roar up and down three times per lap, a secret jump which is so over-the-top I'm not even going to describe it, and a cliff-top area where one wrong bounce sends you tumbling down a ravine and into the ocean! Now here's fun; after this section, there's a aaaaah mad jump where you can line up your trajectory and land your car onto the roof of a set of buildings and then down onto the tarmac. Simply demented driving that you've never witnessed before in a video game! Add to this a new 'powerslide' button (thus making braking totally irrelevant) where you press the bottom C button and your car skids left or right wildly, and you have the increased controllability problem (which I mentioned last issue) thoroughly solved.

Rush is shaping up to be the most fun racing game you can possibly have. But... there is a major wrench in the works. The soundtrack. To describe them as 'ear-splittingly awful' just doesn't do them justice; they're just simply unbelievable dinges. I cannot believe these ear-ripping 'tracks' were allowed near this release. Seriously, I cannot enthuse less about the low quality of the

A high-speed race to the checkered flag!



music. My Commodore 64 cranks out better tunes (hell, I'd

rather be driving to Kenny G in my left ear and Michael Bolton in the other). I'll give you an example of this 'amazing' two-channel sound. Take an 'oh yeah!' sample. Add a 'dance' beat. Repeat at different pitches until brain meltdowns. Oh, and make sure your sample rate is set to 'wow, waylow'. Adding insult to injury, Midway has had the audacity to add a 'CD player' so you can choose which track to listen to! Person me!! I fall over is a fit of hysterics... Midway, you've heard Goldeneye, The Nintendo 64 can do music. Time to either quickly call up Mister Tallarico, or remove the music altogether and add another 2D tree with the free memory!

Other than the musical threnody, this is set for instant GameFan approval. Check back with us next issue when we discover if Midway manages to hire a musician in time for this game's release... **CR**





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(Foreign add \$3 ea.)





Well it looks as if EA has addressed all of the gameplay problems people had with last year's FIFA. Look for faster gameplay and more responsive controls this time around. The AI has been enhanced on both sides of the ball, and strategy is at an all time high. Select from 18 outdoor stadiums from the glistening dividers and even indoor exhibition facilities. 3 custom cap modes which includes the World Cup qualifying mode. Look for a really "fun" crowd with new crowd sounds and authentic team chants too!

### FIFA 98 EA

It's time to dust off the sticks for EA PGA Tour 98. For 18 with real life this point as you traverse between 5 championship courses: Pebble Beach Golf Links, The Hay Hill Club (TPC at San Jose), the Colonial Country Club and TPC at Scottsdale, Arizona. There are 6 modes of play to choose from and the engine has been upgraded with all new ball physics and graphics that are better than ever. You'll be able to tee-off against 53 PGA Tour golfers in playlet mode, so you better work on that grip!

### PGA TOUR 98 EA

Get ready for sports by Atlas! Well a mission, isn't that the same Atlas that brought out Goro Riddle, Jettifer Ogre, Pussies and all those other RPGs? As a matter of fact it is, but now they're gearing up for the Winter Olympics with their own rendition of the games. Snow Break is a wags off, but it looks like it'll catch you with its head-neck speed and waxy bells. If Atlas can develop a comparable reputation in sports, as it does in RPGs, we'll be in luck. Stay tuned.

### SNOW BREAK ATLAS

Powerboat Racing by Interplay may not be being one of the most surprising, high-speed action games to come. Even in its early stages, the graphics and sense of speed and power is impressive. This polygonal, racing experience will take you through 8 tracks and a dozen or so boats. You'll love the real water physics, as you maneuver through the waves and splashes.

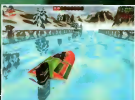
### VR POWERBOAT RACING INTERPLAY

With powerhouses like *In The Zone*, *Live and Shootout*, *NBA Fastbreak* could be the sleeper we never expected. Already solid on the graphics, AI, strategy, and features. But these guys won't be satisfied with being second best, and don't care if they've never done a sports sim before. They already have things like Practice Mode, player injury simulations, several dunk tests and more. You'll be pleasantly surprised with this title when it debuts, just a jumpshot away.

### NBA FASTBREAK MIDWAY

*In The Zone* is coming to the N64. How sweet is this going to be? It's already a beautiful looking and playing game, and should only be enhanced by the capabilities of the N64. We'll see if they address any of the AI issues, and the major defensive cloning action. But so now over did the game, how could you? It will be interesting to see how they integrate the N64 controller into the game and whether or not it enhances or obstructs.

### IN THE ZONE '98 FOR N64 KONAMI



Last year's best basketball title will look to return the favor in '98. *ShootOut's* balance of looks and gameplay tied in so well, and although some may argue, nothing was last in the way of it being a true sim. You cannot ever completely abandon all arcade qualities in any video game, but some games go overboard in their pursuit of realism, and in the process... take all the fun out of the game. Get a load of what's in store in '98! All new motion capture, 4 times the animations, 30 signature dunks, Total Control dunking, shooting and passing, new NBA Playbook, new 2-on-2 mode and NBA All Star Game, real NBA awards (MVP, Scoring, Rebounding, Defense, Rookie and Sixth Man), new player and crowd sound effects recorded in Surround Sound, realistic player performance and size and much, much more. Watch out, because even the Roigermans can't stop this!

### SHOOTOUT '98 SONY

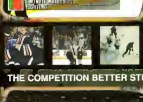
### NBA LIVE 98 EA

I wasn't the biggest fan of *NBA Live 97* last year, I enjoyed it, but when the others came along, it became an argument for the bookshelf. This year we've got a totally different story. I've had an opportunity to play the alpha versions, and boy has it grabbed my attention. Side-ways, lay-ups, get hooks, signature moves and a very live crowd. EA has taken their sports games one step further, and have actually started to implement actual sponsors into the game, like the Sprite Helltime Report. To my relief, the speed of the overall game is much quicker and not sluggish like last year's. Player movement is fluid, and players really look like they're jumping according to real time and physics, which is rarely seen in sports games. One feature I am really looking forward to, is the 3-Point shooting contest. What a neat idea, huh? It's a lot of fun, but you gotta make sure you hit the money ball!





LET'S GET READY TO RUMBLE!



control, presentation and sound.

It is commonly agreed that the best playing hockey sim, ever, is NHL 94. I'm not going to go so far as to say the control in NHL 98 is as good (it's not), but it is the best playing 32-bit title to date. Even with the fast tempo, the control remains tight and extremely responsive. Granted, some of the physics that are implemented by rival titles are sacrificed to maintain such response, but it in no way detracts from the game's playability. In fact, it is refreshing to see a sim that respects the speed of the game's reaction ability more than the physical reality of any given movement.

The presentation of the game is another stellar aspect. While the action is covered like any other hockey title, the camera activity (coupled with the commentary) switches around, during any stoppage of play, either focusing on players going to the penalty box, or zooming in to check on the goalie, as he waits for the play to start up, again. While playing NHL 98 you get the feeling of it being a true, hockey, telecast.

Perhaps the most remarkable achievement is the commentary. Much like the commentary in Triple Play 98, NHL 98 has two commentators, filling in the play-by-play as well as some mostly color. Your excitement level in any given situation is heightened by the excited chatter of the play-by-play announcer. Likewise, during down time, the color man will fill you in on a specific player or on the history of the home team, keeping the pace of the game smooth, and always interesting.

NHL 98 is a superb sports title. Just when I was about write off EA as falling behind, they blast back with what is now the high-water mark in hockey gaming. **TR**

THE COMPETITION BETTER STUDY THE GAME FILM

GAMEFAN  
SPORTSR  
REVIEW

PlayStation

DEVELOPER - EA

PUBLISHER - EA

FORMAT - CD

# OF PLAYERS - 1-8

DIFFICULTY - ADJUSTABLE

AVAILABLE - OCTOBER



THE ROOKIE

Truly the 'Coolest  
Game on Earth'!

# NFL GAMEDAY 98

All hail the king! GameDay '98 has entered the building, and has assumed the throne. A season of intrigue came to a conclusion this month as *GD '98* divided for the inevitable fight. This early entry candidate for Game of the Year has taken football fans by storm, with the most complete demonstration of gridiron dominance in

history. Similar in reaction to the impact that Madden had on the Sega Genesis, *GD '98* is looking as smooth as the Brett Favre-led Green Bay Packers themselves (although the Cowboys will win this year).

What was it about GameDay that brought the house down? Well, I gotta say... those hits send a chill up my spine! You just have to look once at the Safety coming up and laying the back... on his back, see Emmitt straight arm 5 guys and drag a sixth into the end zone, or lay out Young for concussion #5 and you need look no further. The timing and responsiveness of this game, coupled with marrow-curdling sound effects, and Theismanesque animations make this game a literal explosion on your big screen.

Fans of the running game behold, as *GD '98* has revived the lost art. I could never see the holes before, but lo and behold, I see them now! The way the line shifts, stunts and advances gives you the sensation of a rolling wave, and just as the boogie-boarder looks for that hole to shoot through, so are the eyes of Curtis Martin, Jerome Bettis, even Kordell. Speaking of Bettis, he is this year's poster boy for Sony. QBC has Favre, EA has Madden, but Sony has recruited a man known solely for his reputation of defense brutality. The man pummels the opponent into an unwilling, crumpled mass of body, that is fearful to make contact again. A man who simply lowers his shoulder into you, and you are sent into uncontrollable trembling and remorse. This is the man Sony chose for GameDay '98 because he reflects everything that is the game, a physical, unrelenting bearer of wounds. That's what Sony's mission was toward the rest of the competition, and that is what they have so successfully done with this year's entry.

Passing is where it all comes together though. There is no other aspect of the game that better translates your ability to have complete control over all things at all times, than there is in Total Control Passing. I've never seen a feature immerse itself so influentially upon the game, that it actually has your opponent vowing never to learn how to use it. At the same time, he's constantly wondering why he cannot complete passes that you can. I mean, have you ever heard of such an oxymoron in the fields of football? Such resentment towards its effectiveness, that they actually refuse to learn it... like that's their way of getting back at you! Believe me, I've seen it happen a few times and I couldn't believe it myself when I first experienced it. "Let me show you," I begged them. "Screw you and your TCP! ... Dang it! Why can't I complete that?" Ahhh... it sure is difficult to share the pain of the stubborn.

Sony has done everything right with this year's GameDay. Joe Kidd says hats off, job well done... I can hardly wait to see the rivalry heat up next year. It's not often a game like this comes along, so don't miss out on this future Hall of Famer. **JK**



DEVELOPER - SONY	# OF PLAYERS - 1-8
PUBLISHER - SONY	DIFFICULTY - ADJUSTABLE
FORMAT - CD	AVAILABLE - NOW





As I've stated before, this has got to be the year's Most Improved game. NFL Quarterback Club '98 has elevated itself from after-dinner-mint status to the line wins list. The reputation that QBC '98 has established this year is one that boasts the most awesome graphics of any sports game ever, polygonal players that are so smooth-skinned you'll want to spend 'em. That's quite a billing for a franchise whose last version was still playing towel boy to the likes of Madden and GameDay. This year, with the highly touted PlayStation system, Acclaim has put the skeptics to rest.

Once you get over the shock of the look, you dive into some hardcore action. They've taken this contact sport called football and turned it into a 3D hitting extravaganza for the N64. Defenders pop balls loose from receivers' hands, and QB's are sent sprawling being hit from their blindside, giving it the best feeling of contact of either M64 football game. In Madden you'll get pussed by the multitude of ankle tackles and take-downs by incidental contact, in QBC '98 there's no doubt about it when you get hit, you deserved to go down. The look, the sound, the feel, it's all there.

But just as in Madden, the running game is storable. You would have to personally hire a developer to come and tutor you in the finer art, because without their guidance and wisdom, you can certainly count on negative rushing yards... again and again. I don't know if it's an M64 thing or what, but just as I do with Madden, I defer to D-Pad, there's just more control. The responsiveness and overall speed of the game is slower than I prefer, but it seems to work nicely in conjunction with the animations. There is one area however, that goes against my "defensive AI principles". Aside from the fact that there is just too much cloning going on by defenders, defenders in general are much faster than the offense. I've had linemen catch up to Jerry Rice, and I've got some issues with that. In my estimate, guys shouldn't be breaking out for big plays all the time, but that problem is solved by the AI, not by the speed.

As far as the commentary goes, it is somewhat lacking, but we all know Merv has got a lot of appointments to get to... it's too bad the

# NFL QUARTERBACK CLUB '98



## REVIEW

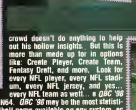
NINTENDO 64



DEVELOPER - IGMA  
PUBLISHER - ACCLAIM  
FORMAT - CD  
# OF PLAYERS - 1-2  
RATED ERY - MATURE  
AVAILABLE - EVERYWHERE



JOE KIDD  
Is it live or  
is it QBC '98?



crowd doesn't do anything to help out his hollow insights. But this is more than made up for in options like Create Player, Create Team, Fantasy Draft, and more. Look for every NFL player, every NFL stadium, every NFL jersey, and yes... every NFL team as well. • QBC '98

exclusive for the N64. QBC '98 may be the most statistically intense football game available on any system, as well as player attributes that represent a 1 (except for when Russell Maryland chases down Jerry Rice). You'll be pleased to own this title, and you should see as much if not more play time with it as Madden. JK



In getting mixed signals from the Madden camp, and that's not good when you're dealing with the defending champion. I mean, one week they're telling me they didn't do polygons on PS3, because they don't think poly's worked with the game of football, and that speed would be sacrificed at the expense of looks—a compromise they were unwilling to make. The next week, they're telling me that they've got a surprise, and what is it? Polygonal football on the N64. Me being a logical guy, I came to a few conclusions, but to sell it down to its bare reality, either they were right about polygons not being able to work with the game of football or... they were wrong. In any case, they've covered both sides of the stick and so you can play both and decide for yourself, just as I have.

Let's get our fiction straight: There's no one that's played more Madden in a lifetime than I, because it's simply been the best. 80% of the games I own are sports titles, and 80% of them are EA's. So it's safe to say, I've more than a ton of EA sports. I own as solid out on EA products as men can be but I gotta call it like I see it, and I like last year's version better. Why? Well to me, last year's game may not have had the animations and AI improvements of this year, and it didn't have analog control either, but the overall package was more coherent and everything just clicked. If I can't find my rhythm, then we've got problems. Why should I have to compromise my gameplay because

of the game? I'm all for making certain adjustments, but if I have to pass all the time because renting gets me nowhere, or I have to use the D-pad because the analog is too sensitive, then the game becomes an imposition, and when that happens, there's a serious obstacle to fun and playability. Being such a huge fan of EA games, I expect perfection from them, and my loss is a disappointment: It's the standard they've created for themselves and we've responded with high expectations.

The game itself, in comparison to nothing, is a very solid football game—better animations than we've ever seen in any previous Madden. Liquid AI is as vast as ever, and the passing game looks beautiful. You'll love the over-the-shoulder catches and the way the receivers get up for the high passes, and the end-zone celebrations... wow! Everyone loves the way this game looks; it does have an impressive appearance. The stadiums really capture the immense depth of NFL stadiums, and although the sound does not equal that of Triple Play 96 or NHL 96, it's still top of the line.

What may be my single, largest frustration (next to no NFL license) with the game, is the running game, which is more difficult than ever. I understand there's a learning curve involved, and that once you learn how to run it's not that difficult. There are certain things sports gamers can bypass, but



some obstacles will simply detract a player's interest due to their annoyance. Some games had too many, some have awful graphics, some are too slow, and some have everything wrong. For me, the bane of a "more realistic running game," (and I know how to run), is that the more you are hindered, the less of a win it becomes. What kind of NFL team has to sit it out 6 out of 16 plays? What other choice do I have? I'm not going to take a loss, get knocked behind the line 5 times, and punt, solely for the purpose of "learning" to run. I even put the game through the "Barry (Sanders) Test"—running Barry against some of the weaker D's in the league, and although I had a good run here and there, overall? Frustration. Even got stuffed in definite pass situations, the 3rd and long—no dice. I'm not the PH guy, I'm supposed to be the "expert"—but time I looked, I'm still the same guy hawking pigs by fiddy.

Many people really love the analog control, many credit the people. Apparently there are huge advantages to using it too, mainly in the increased number of directions you can pursue with it. For me? I'm a D-pad kind of guy, I need to press hard and press fast, and I can't do that with the analog lest I want to send my guy into the stands. Everyone has their own preference though. Even with the D-Pad though, player responsiveness is a little slow, and you don't really feel as if you're running and hitting people. I don't wanna the contact, the heavy-breathing, the war in the trenches. I'm not sold there.

But the question remains, did I have fun playing it? I believe that I've never met a Madden game that didn't grow loveably upon me. No, this game doesn't blow me away, and I know I've shared my gripes. But man, I expect a lot from these guys, these are the things people want and EA's got the talent to put out the best product on the market. So maybe I'm like the spoiled Green Bay Packers' fans and expect too much? All I know is EA made an impressive game here, but it isn't enough to win the SuperCowl in my house. JK



## REVIEW

NINTENDO 64



OVERALL: C+

GAMEPLAY: A-

GRAPHICS: C+

AI PLAYERS: C+

WEIGHTS: AVERAGE

WEARABLE: F/A

WEARABLE: F/A

WEARABLE: F/A

WEARABLE: F/A

WEARABLE: F/A

WEARABLE: F/A

WEARABLE: F/A

WEARABLE: F/A

WEARABLE: F/A

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WEARABLE: F/A

WEARABLE: F/A

WEARABLE: F/A

WEARABLE: F/A

WEARABLE: F/A

WEARABLE: F/A

WEARABLE: F/A

# NHL FACEOFF 98



Hockey enthusiasts will appreciate the ultra-advanced AI, as each player not only has their real life, individual attributes, but they also adhere to their team's play style, too.

The truly mind-boggling thing is this name, with other titles in previous years, because the simple matter of it is, there's no other game like NHL FaceOff 98. Even Sony Interactive Studios of America, who will forever be known here as GF as the innovators, creators and masters of the evolutionary Icon Passing System... word. Last year's version of FaceOff was just the tip of the ice skate, as this year's version may make you forget there ever was a last year. The Icon Passing has been tweaked in a way where you'll never be able to go back to the standard, directional pass method, because the new style is so efficient, and at the same time innovatively worked

into the overall strategy of the name. We're talking 3D, polygonal players that are so detailed and fluid, you may suffer whiplash from all of the double takes you'll go through. The animations will knock the wind out of you as you hit the quivering boards from 3 different pressure points, pass between your stunned opponent's legs, knock the Gatorade bottle off as you shoot for the corner of the net... taking, gasp as you watch your goalie snatch the puck from the air... on his knees! Tito... get me a tissue.

Sony spared no detail in this year's FaceOff, as they've even incorporated each team's individual crowd chants, organ music and goal horns and horns. As Sony's Kelly Ryan says, "We've little things in this game to death." Sure they have all 26 NHL teams and arenas with exact replicas of team logos emblazoned at center rink, sure they have all of the most recent NHL transactions updated onto the rosters, and yes, they have real NHL awards, tons of stats and 3 team jerseys. But all of those options come a distant second to the overall gameplay and AI.

The play even in its initial stages is the smoothest I've seen and there are some great hockey games out there right now. The crisp passes are so quick and precise, it's a joy to execute. Everything you ever imagined in a hockey game in terms of AI is in there, and many things you never expected like increasing difficulty of play as playoffs progress. The players have all of their real life attributes, and tons of intangibles built in for the avid hockey enthusiast to make note of and appreciate. JK

Whether you're facing off or squaring off, this '98 version of FaceOff is sure to deliver a knock-out blow. The animations we've seen thus far are the most advanced of any sports game ever.



DEVELOPER - SONY

# OF PLAYERS - 1-8

PUBLISHED - SONY

DIFFICULTY - ADJUSTABLE

FORMAT - CD

AVAILABLE - OCTOBER



JOE KIDD  
Is this the future  
of hockey?





**O**ver the last couple of years, Acclaim has forged itself a respectable sports division. With *Overboard* Club and *All-Star Baseball* improving every installment, it was only time until they branched out into hockey. The end result: *NHL Breakaway 98*.

The graphics of *Breakaway* are not the best on the market, but they certainly do the job. Extra notice goes to the ice, however, which looks almost exactly like the real thing. The players look loud like the "skinny" guys in that old NES hockey game more than anything else.

The element of role-playing makes an appearance in *Breakaway*. As a user, you will accrue "points" as the season progresses. Use these points to rehab injured players, upgrade player abilities and smarter up your coaching staff. A great idea in sports gaming that I hope is continued, and borrowed from.

Sound is one area where *NHL Breakaway* really drops the ball. There is commentary, but the game sounds are so pee-wee. Puck clanks are dull, bodychecks are winny, and the echo is almost non-existent. The audio could also use a little help.

The importance of stat tracking wasn't lost on the developers, so attention has been paid. All of the stats, season and otherwise, are here. One area of criticism is the minimal difference between team ratings. The gap between the best teams and the worst is only 1100, or so, points.

What you have, up to this point is a solid hockey sim. What hinders *Breakaway*, and prevents it from rising to the next level is the game AI. It's good, but not good enough. No one will be able to complain about careless mistakes, but the offensive and defensive AI is not at the level where *NHL 98*, or *Powerplay* are, in all fairness, though, for a first-year spin, a nod must be made to the developers for what they did accomplish. You need to learn from experience, as well as others' mistakes.

As a side note, a strange bug has been known to, for fighting. As in all games, no benefit will be received for winning, as it is best to win it all together.

While not of the caliber of some of its over-the-top, *NHL Breakaway 98* manages to appear on the scene, looking okay, and ready to join the hockey world.

While not of the caliber of some of its over-the-top, *NHL Breakaway 98* manages to appear on the scene, looking okay, and ready to join the hockey world.

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SPORTS



PREVIEW



PlayStation

DEVELOPER: ACCLAIM

PUBLISHER: ACCLAIM

FORMAT: 3D

1-2 PLAYERS: 1-2

DIFFICULTY: INTERMEDIATE

REVIEWED: 100%



**THE ROOKIE**  
Lookin' sharp, and ready to claim his place at the pie...



**NHL  
BREAKAWAY 98**

NINETY-EIGHT

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**EULKAMANIA  
ON THE N64!**



# WCW vs. NWO

**WCW vs. NWO: World Tour** is about to hit the N64 so all you wrestling mutants should stand up and take notice. After extensive play at ringside (and several lost teeth) we're here to bring you the definitive word on this most popular of American 'sports' (at least the Postmeister tells me it's a sport—I'm not so sure).



## 64-BIT MADNESS

Seeing as how there aren't too many wrestling games out on the N64 (ok, so it's the only one—so what...stop looking at me!) makes this all the more of an event. **T-HQ's** first wrestling game for the N64 (two already exist on the PS) features over forty-five wrestlers in total, each with their winning taunts (like the NWO's hand sign, or Diamond Dallas Page's high five sign) and unique, flamboyant wrestling styles (although I could do without the whole lights thing). More than twenty WCW and NWO wrestling superstars,

including Hulk Hogan, Sting, Randy Savage, The Giant (who incidentally is not Andre the Giant's real son), Diamond Dallas Page, Ric Flair, Lex Luger, The Outsiders, Syxx, Dean Malenko, Eddy Guerrero, Chris Benoit, Scott Norton, Bret Hart, Eric Bischoff (although he's not even a wrestler), The Steiner Brothers, Steven Regal, Rey Mysterio Jr., Ultimate Dragon, Glacier, Wrath, and NWO Sting. Got all that? 'Cease I sure don't. The other wrestlers are taken from New Japan Pro Wrestling, as well as some WWF wrestlers like Vader, The Road Warriors, and Hakushi. Although 'cease Acclaim owns the video game rights to the WWF you won't be seeing their actual names in the US version. I would have liked to have been able to play with, er, em, es, some of the wrestlers' lady friends as well.

Each wrestler has an unique assortment of over thirty body-breaking moves, and a four player tag team mode is also featured—so grab some friends and stem 'em into the tenbackle!

The game includes two different game play modes: WCW vs NWO, Tournament, v.s., and Battle Royale, which unfortunately doesn't show all 20 wrestlers in the ring at once, but wouldn't it be nice if it did! The cool thing about Battle Royale, however, is that after you're eliminated, you can stay outside the ring and interfere with the match. Respect! The best option available allows you to move wrestlers from the WCW to the NWO, and vice versa. It's kinda like trading in a real sports game (hail). WCW vs. NWO is also compatible with the Ramble Pak, so expect the on-screen mayhem to be accompanied by elick vibes and a jammin' peyer bezz. As far as character intro music goes, their wasn't any to be heard in this version and from my understanding those probably won't be any in the final (hmm, CD would've been a good idea, eh?).

A couple of things I especially missed were FMV intros and the aforementioned entrance theme music, but because of monetary limitations it's not gonna happen (ough! cartridges 'chack! had more 'ahem'). I would love to see T-HQ add certain popular, yet inexplicably absent wrestlers such as "Rowdy" Roddy Piper, Harlem Heat, Larry Zbyszko, Steve Mingo McMichaels, Konan, and Sid Vicious (who at press time is rumored to be coming back to WCW as Jodi James's Body Guard—thanks to Scoops for that info).

T-HQ has a real winner in their roster with WCW vs. NWO. It's about time wrasslin' maniacs got a kickin' game. Respect, and remember, when you're NWO, you're NWO for LIFE!!

**P  
PREVIEW**

NINTENDO 64



DRIVERS: AGON

EMULATED: CH

FORMAT: C-64

IN PLAYERS: 1-4

INTERFACE: RAYBLUR

AVAILABLE: RAYBLUR



**ENQUIRER**  
Those aren't pillows!



**RUMBLE PAK  
COMPATIBLE!**





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## M2 Cancelled—D2's Fate Unknown

Conceding that they're not up to the task of breaking into the already over-saturated video game market, Panasonic has officially cancelled the M2 game system. This move, rumored for years, pretty much closes the book on the CD-based 64-bit successor to the 3DO that was once the talk of the industry. We may still see M2-based arcade games, and Panasonic released some vague statement about using the M2 technology (for which they paid \$100 million) in various other products, but really, who cares?

The only real loose end is *D2*, the amazing Warp game that was the only officially announced M2 product. The game was said to be nearly complete, and was hotly anticipated by fans of the original *D*. Warp president Kenji Ino, who had been hinting for months about the M2's demise, said that Warp will release the game on another platform, but the decision as to which platform had not yet been made. He acknowledged that no system currently available is capable of an accurate translation. We'll simply have to wait and see.



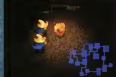
## Square Announces Two New Games:

ChunSoft's *Mysterious Dungeon* series, which began with *Dragon Quest* spin-off *Torneco's Grea Adventure* and continued with *Shiren the Vagabond* has a new title coming: *Chocobo's Mysterious Dungeon*. The game will be produced by the *Mysterious Dungeon* series' key staff, but will be released by Square. The move is similar to when Square bought out the key members of Tactics Ogre developer Quest, and had them make *Final Fantasy Tactics*, proving once again that no small, well-regarded game developers are safe from Square and their large bags of money.

Like all of the *Mysterious Dungeon* games, *CMD* is just a long series of dungeons that change every time you start the game up, and is kind of a cross between an action-RPG and a board game. This time around, the main character is a Chocobo, and many of the enemies and supporting characters are straight from the FF series as well. Look



14P Lv 4 HP 23/51 42%



Chocobo's Mysterious Dungeon



Xenogears

## Nintendo 64 First-Party Game Release Updates

It's been a slow year for Nintendo, with only three first-party game releases in Japan so far this year. Luckily, things look like they're finally ready to pick up, as the producers of both *Yoshi's Island 64* and *Legend of Zelda 64* have revealed in interviews that they plan to release their games at around the time of this year's Show-Formerly-Known-As-Shoshinkai (beginning on November 20th). Nintendo hopes to have a playable *F-Zero 64* to show there, but it looks very unlikely that it will make its late '97 release date... Look for it to anchor Nintendo's 1st quarter '98 line up instead. *Kirby's Island* is also said to be straddling that fine line between a December and January release.

In the long range report, *Super Mario RPG 2* has finally started development and should be out by the end of 1998. *Jungle Emperor Leo*, which is slated for a spring 1998 release, is still shroud in secrecy. No screen shots have been shown, and no interviews have been allowed.

The 64DD looks to be coming around March, with three to five launch titles. *Mother 3* (which has officially been titled *Earthbound 64* in the US) will definitely be among them. Other hopeful launch titles include *Mega Man X*,

*Gun City 64* (in which you can also play a Pilotwings-esque flight sim that lets you fly around the towns you construct), and *Pocket Monsters 64*. One other new title that is now being talked about as a launch title is a Tamagotchi-style game that is currently going by the name of "Cabbage." Apparently this game has been in the planning stages for something like five years, and is just now being finally produced. *Zelda 64-DD* definitely will not be a launch title, and is looking more like Fall '98 now. A *Pocket Monster RPG* for the 64 DD is also in the works, but *Pink Princess 64*, which was announced many months ago, has yet to even begin development. And that's all the 64DD titles that Nintendo of Japan has officially announced. There is one other title, that might even be a launch title, that Nintendo has yet to announce.

Shigeru Miyamoto has revealed that he and a few other programmers are messing around with new ideas for *Mario 64-2* (let's hope they think of a catchier title), and may even be able to release it next year! He wouldn't comment on whether it will be cartridge or 64DD, but he did promise that you'd be able to play as Luigi this time.

for Mogs, Bombs, and familiar call spells to round out the cast. While none of the *Mysterious Dungeon* games have been released here, they're incredibly popular in Japan, and are very critically acclaimed.

The second title is *Xenogears*, a sci-fi action RPG that seems most similar to *Chrono Trigger*. The game features 3D polygon-rendered overhead maps, and real-time polygon dungeons on which up to three hand-drawn characters fight hand-drawn and pre-rendered enemies in *Chrono Trigger*-esque battles. There also appears to be 3D real-time lighting elements (?) in which your characters ride in "Gears" (robots) and fight monsters and other Gears. No one's sure exactly how these will be integrated.

The name may sound familiar to *FFVII* fans. If you talk to Cloud when he's in the wheelchair in Mideel four or five times, he'll start babbling about "Xenogears" (unfortunately mis-translated as "Zenogias" in the American version), evidently a little in-joke for the Square staff. In previous issues I may have mentioned that over a year ago Square ran staff-wanted ads, which featured character, enemy, and location designs from an as-of-yet unannounced game. This would appear to be that game. A second version of the ad featured design documents from what was apparently a new *Seiken Densetsu* (*Secret of Mana*) game, which leads me to believe *Seiken Densetsu-4* will be Square's next game announcement... *Xenogears* is due for release in Japan this winter, and will be two CDs.

Also announced is *Final Fantasy VII: International Version*, coming to Japan in convenience stores only. It's basically the English version of the game (in Japanese), so now the Japanese can play a version with the new Weapons and cinemas of the English version. It will come with a special fourth disk containing walk-throughs, design documents, sketches and the like, as well as a special mode for viewing the 3-D objects in the game such as characters and weapons.

## Konami's Castlevania, VandalHearts Coming To Saturn

Konami has announced that *Castlevania: Symphony of the Night* and *VandalHearts* are being translated to the Saturn. Release dates on both games are unknown, but both development teams plan to add new elements in the Saturn versions of each game. The *VandalHearts* team, for example, plans to add more hidden maps, and a new FMV intro and ending. The *Castlevania* team has not announced what they will add (they'll see how much time they have left over once the game is translated, they say), but gave *Castlevania* fans a hint when they acknowledged that a lot of people were disappointed that they couldn't play as Maria in the PlayStation version. *Maria: Playable in the Saturn Version?* Konami's other major RPG, *Genseo Sulkoden*, is also in the process of being translated for the Saturn. No American release is planned.



## Three Part Shining Force III Project Announced

Sega has reunited most of the original *Shining Force III* team (whose members have split into the companies Climax, Max, Matrix, Sonic Software Planning, and Camelot) to revive their popular MegaDrive *Shining*

*Force* series, which has not had a new release in over four years.

Now it's about to get not one, but three. Sega's ambitious plans call for releasing the first *Shining Force III* "Scenario" in December, and the 2nd and 3rd scenarios coming three and six months later, respectively. Each scenario will be a complete game and retail for only 4800 yen (a little over \$40). Each scenario will have different characters but take place in the same world at the same time. Information about each scenario will be saved to your Saturn's internal memory, and your actions in each scenario will have various effects on the later scenarios.

As you can see, the game features a *Grandia*-like world, with many towns. No shots of the actual battle scenes have been shown yet, but the battle animation scenes clearly feature polygon characters. We hope to have more details next issue.



Shining Force III

## Other New Game Announcements

*Tamagotchi's*, those loveable digital pets that are all the rage these days, are branching out. A GameBoy version of *Tamagotchi* is already available, a version for the Nintendo 64 comes out in December, and Saturn and PlayStation versions have also just been announced. Exciting.

Among the new PlayStation games that Enix will be showing at the Tokyo Game Show (full report next issue) are *Star Ocean Second Story*, the sequel to the beautiful title that was the Super Famicom's last major RPG epic, *Bust A Move* (no relation to the puzzle game that has that name in the US), a "Dance Battle Game" (seriously), *Astro Noka*, a post-apocalyptic terraforming Simulation (or something like that), and *Eggs of Steel*, an "Egg Action Game" being co-developed by the famous CG house Rhythm & Hues (I'm still being serious). If you think their PlayStation lineup is heavy on the fruit, check out *Ninpen Manman*, their newest Saturn "Penguin Ninja Action" game.

*Sakura Taisen 2* has been announced for Saturn, a no-brainer considering how well the first one did. Sega's aiming to make this their first million-selling original game on the Saturn. It comes out early next year and features two new characters and twelve all new episodes of opera singing and military strategy set in the mid-1920s.

Sony Computer entertainment has a new 3D action RPG coming out by the name of *The Granstream Saga*. The big excitement here is that the game is being made by former members of Falcom's *Y's* team. The game is due in November and features animation by the same studio that did *Ghost in the Shell*.

Capcom has announced *X-Men vs. Street Fighter* and *Vampire Savior* for the Saturn. Both will use Capcom's upcoming 4-meg RAM cartridge (a significant improvement over the 1-meg RAM cartridge that is currently available). In the same announcement, Capcom's development chief hinted that *Street Fighter III* would be soon to follow.



Granstream Saga

# E. STORM'S IMPORT REVIEW



Developer: Fill in the blank • Publisher: Banpresto  
 • Format: CD • # of Players: 1-3 • Difficulty:  
 Easy • Available Now (Japan)

## パンザー-バンディット PANZER BANDIT



out of everything that comes across your path. The main difference being most of the heroes are anime rickies (Shidenji is having spasms of joy). Basically they took away one line (there is now 21 of combat and changed the various characters in the game) that's it. If you're going to borrow, I guess you should borrow from the best.

The question now, is it any good? Well,

Looking back to when 32-bit was still as new and shiny when original ideas flourished, it seemed that we would never again need to worry about shameless rip-offs and the like. Alas, that stance lasted for all of a couple of months until Gunter's Heaven showed up, paying "homage" to Gunstar Heroes. Almost three years later we're still looking at "tributes" to various games—we've already featured *General* a nod to all that is Panzer (again, can't touch it's "source" material), and here's the most shameless (and blatant tribute) yet, *Panzer Bandit*.

Banpresto's latest is an almost exact copy of *Treasure's* *Guardian Heroes* (GH). From the multi-line combat system, to the frisbee-juggle-crazy combat, this is the PS version of GH. You pick one of four characters and go on various ramps, through a half medieval, half-futuristic setting, beating the snot

out of everything that comes across your path. The main difference being most of the heroes are anime rickies (Shidenji is having spasms of joy). Basically they took away one line (there is now 21 of combat and changed the various characters in the game) that's it. If you're going to borrow, I guess you should borrow from the best.

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I don't like shameless rip-offs, but in this case at least they did a good job. This game is pure, unadulterated madness! It's addicting and it's a great multi-player game—exactly like *Guardian Heroes*. While it never reaches the levels of insanity that GH does (not much ever will), it still manages to hold its own in every way. Nice anime-style characters and some decent lighting effects, along with massive (we're talking nuclear-style) explosions make this game a joy to play. Heck, even racin' man Kenney couldn't put the pad down!

If you want to play a really hot side-scrolling actioner (& only own a PS), this is the game for you. While the music does need a little work, the Treasure-inspired gameplay will have you playin' 'til the sun comes up, or until your hands are so blistered medical attention must be sought.

## ビューポイント (YUPOINTO)

TITLE	DEVELOPER	DIST.	RATING	GRAPHICS/CONTROL/PLAY MECHANICS/MUSIC ORIGINALITY-TOTAL SCORE (BEST BEING 50)
Metal Slug	• SNK/SNK	• PG		G-9 C-9 P-7 M-8 O-7 40/50

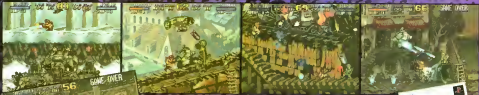
TITLE	DEVELOPER	DIST.	RATING	
Terra Cresta 3D	• Nichibutsu	• G	G-7 C-8 P-5 M-6 O-6	32/50

TITLE	DEVELOPER	DIST.	RATING	
X2	• Team 17	• Ocean/Capcom	• G	G-9 C-8 P-7 M-9 O-7 40/50

TITLE	DEVELOPER	DIST.	RATING	
Panzer Bandit	• Banpresto	• G	G-9 C-9 P-7 M-9 O-7	41/50

THE RATINGS: G- SAFE FOR ALL AGES AND SPECIES. PG- SUGGESTIVE AND PERHAPS JOGGLY, BUT NO NUDITY. R-NUDES, FREAKY AND/OR GENERALLY NIGHTMARE-INDUCING SITUATIONS.





An arcade-perfect version of a sprite-packed 2D action game... on the PS? Well, pretty much, yes. Twice per level the action stops momentarily to load what's ahead but otherwise this is a respectable version of *Slug*. What's even cooler though are the bonus games awarded for winning and the amazing, superlative art galleries that open up. If you're a *Slug* fan without a Neo-Geo, do pick up this great version for your PS.



In case you haven't noticed... Shooters are back! You have NEVER seen rendered graphics like this. Insane animation, phenomenal techno music, and super challenging gameplay await those with the mettle to take on Team 17's latest. X2 also features some of the most intense bosses in video game history. Acclaim had the rights to this fine shooter, but reportedly dropped it at some point... huh? Shoulda dropped *Batman Forever* and kept this baby! This one's definitely worth adding to your import quiver.



*Terra Cresta* returns! After an almost 15 year absence it's ready for the '90s. Featuring 3D graphics (ala *Raysphere* on PS), and a rockin' soundtrack this game aims to take the crown for 3D shooters on the SS. Go was it worth the wait? Well, not unless you're livin' in slow-mo. *Terra Cresta* has some nice lookin' polys but overall it's a slow moving and much too easy SS shooter. Much like previous 3D video games do not necessarily get better with age. Well, at least not fired old shooters.











not large, giving the Amibusa chapter and third

chapter of Samurai RPGs has to offer, which is unfortunate. Whereas Amibusa's story

is the place center in Japan and in quite easy, Minato's will take you to China

and, Amibusa's third and beyond, his major to better than

the other also for every Samurai character exist (most will join

you early in the major boss battles at some point) except

for the first, second, and Shizumaru and is far longer

and much more difficult. This is what you pay for.

Some of the battles end with dolls. Every enemy is power-

ful, most interesting, and all special moves, at which each doll

has a special move not seen in any other format. Every doll

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## NEC・CEG CD ONLY Mini SHIZUMARU RPG

Think SHUK doesn't care about the NEC-CD owner? After completing either scenario, a new option opens up on the title screen. This is a bonus mini-RPG, taking place entirely in the town of Kyo. You play as Shizumaru, and depending on your responses to Minato at the beginning of the game, your entire course will change. (And I mean really change; two possible outcomes are trying to be Minato's

slaving partner and going on being Zankuro.) Several SHUK characters make cameo appearances as you can see here, and this mini-game even includes Evangel and Inuyasha's characters.

ASHIBUYA AICHI DAI

SHUK KIRI

KIRI KAPITWARI

KAZUKI & KUNIKIDOU

KOON KUNIKIDOU

KUNIKIDOU

SHUK KIRI

KIRI KAPITWARI

KAZUKI & KUNIKIDOU

KOON KUNIKIDOU

KUNIKIDOU

SHUK KIRI

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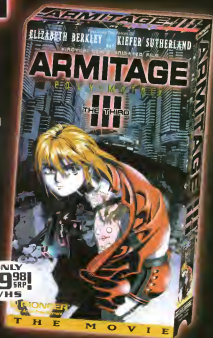
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. . . WHY'D THEY CREATE ME?

# Framing Fan

## NEON GENESIS EVANGELION

### Genesis 0:8

Um, fine, all right, last month I said we'd be reviewing the dubbed version of Genesis 0:7, as well as the dubbed and subtitled versions of Genesis 0:8. I lied. But I didn't mean to, I swear! We thought that A.D. Vision would have had preview copies ready, but they weren't. In any case, look for a review of the dubbed version of both next month... we promise, with Yebicchi Beer and DCC Coffee on top! And now, the review of the subtitled Genesis 0:8.

Genesis 0:8 contains the episodes "Lies and Silence/Those We've Longed For, the Touch of Others' Lips, and Thus United Their Kisses" and "A Mortal Disease/Splitting of the Brave." Episode 15 is strictly character interaction, no fighting, and serves as an

emotional bridge between the previous angel-busting episodes and the harrowing, peering drama that is

Episode 16. In 15, you'll learn more about Kaji, Misato and Ritsuko's past together, witness Shinji and Asuka's first kiss, as well as an uncomfortable trip to Shinji's mother's grave with his father.

The real attraction here is Episode 16, widely consid-

ered to be one of the best, if not the best episode in the series. A mysterious new Angel appears, emitting an orange pattern rather than a blue one. An overconfident Shinji is sucked into a "Dirac's Sea," a type of negative space generated by the Angel. He has only sixteen hours of life support.

While inside this negative space, Shinji takes an introspective journey inside himself and we get to see just how messed up he really is. This episode also raises a number of disturbing questions (many of which simply never get answered during the course of the series, unfortunately). Saying any more would ruin the episode for you, but please, do NOT miss this episode.

## AF Review

animation  
info  
story  
music

A+





Eirica, the ship of God, has now been revealed. In a fierce battle for its control, the female pirate Eirica takes claim of it, and comes to find out that she is the one chosen by the gods to rid the world of the evil Megaronian Em-ire. Thus opens volume 3 of

Eirica, and Eirica is in a state of confusion, the weight of the situation full on her shoulders. Is she, and her crew, strong enough to bring down such a vast kingdom? In order to have a chance, they find out that they must unlock the three seals put upon the ship by the gods. By traveling to three separate islands, and asking each god for its

blessing, they can give the ship the power of underwater travel, light, and intense firepower. But the king of Megaronia won't stand for this, and sends everything that he has to stop Eirica and her crew.

I was surprised after watching the first two volumes, and now I am even more impressed. The storyline is really getting deep, and some of the comic aspects seem to be slowly burning off to make way for the growing seriousness. Eirica really is a quality title... what may seem like a bit of fantasy fluff on the outside has a plot and characters better than most other series I've watched lately. Combine that with gorgeous animation and high-quality music, and you've got one of the most worthwhile, over-looked, under-rated titles to come along in quite some time.



The antics of Tenchi Universe, the first TV series based on the story of Tenchi and his companions, continues in Spring Collection II. Still roaming deep space in Yatsumi (Mihoshi and Kiyone's spaceship), the crew are still on the run from the Galaxy Police, labeled the "most wanted criminals in the galaxy." This time around, they have to deal with their hunger as Ryoko takes forever to bring them back food, Susumi dis-



appearing when she meets a young ghost named Miku, and Yagami being stolen by two teenage punks! What can I say... I love Tenchi Muyo. There's just something about everything here, the characters, the story, the humor, the music—all of it comes together to form a fabulous series that is one of the best there is. Tenchi Universe has more of a lighthearted feel when compared to the original OAV series, but I think it's just as good. Its animation quality is extremely high, and the characters seem a little more developed, more personable, more three-dimensional than they were in the OAV. And, of course, the English voices. Tenchi's voice actors, in my opinion, are so good that I will ONLY watch the dub version (that, for me, is quite a statement). Sure, they're a bit rough sometimes, but they care about the characters, the part that they are playing, and it comes through in their voices. If you're a Tenchi fan, you already plan to pick this up. If not, you owe it to yourself to see this series.



Hot from TV Tokyo here comes Hazard, its 3rd incarnation. This all new made-for-TV version is just getting underway, so those with a thirst for the wacky light-hearted antics only anime can provide, apply within. Hazard is drawn and colored splendidly and the animation, for TV, is way above average. Episodes are filled with an initial cast of 4 being sucked into a parallel world where humans and insectoids live in contrast, this after final ideas (yes, yes, total freakazoid!) freaks out and sends Mikuro's latest invention into some sort of electrical meltdown. Mikuro's always seemed to outlive these near death situations with ease and now, just as his health is totally crap! The Shinagawa high school is the last thing on my mind but now how do they get home? Find out more Anime Fan reviews quest 2 in the coming month!



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### Reader's Top 5

1. \_\_\_\_\_  
2. \_\_\_\_\_

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where you  
come in!**

That's right anime fans! It's time to speak up and let us know what you're watching! List your top 5 favorite anime and send it in, attention Anime Fan! As always we wouldn't dream of asking you to go to all the trouble of writing, mailing and stamp-licking for nothing! With every entry (one per person per month) we will enter you in our bi-monthly drawing for the very cool 20-inch EVA model pictured below and Evangelion 1 thru 6!! Two additional prizes will be given away each month. 1st prize - a complete set of Burn Up W anime and a cool Burn Up W T-Shirt and 2nd prize - a set of Devil Hunter Yohko anime courtesy of AD Vision!



**E Storm**

- 1 Evangelion
- 2 Venus Wars
- 3 Ghost in the Shell: Special Edition
- 4 Saber Marionette J
- 5 Burn Up W



**Shidoshi**

- 1 Tenchi Muyo!
- 2 Evangelion
- 3 Ah! My Goddess!
- 4 Gunbuster
- 5 The Hakkenden



**Nick Rox**

- 1 Shinseiki Evangelion
- 2 Tenkuu no Escaflowne
- 3 Oursu Uchuugun
- 4 Fushigi no Umi no Nadia
- 5 Shinpi no Sekai El-Hazard



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# COMPILER

## CAPCOM UNOFFICIALLY ADMITS N64 DEVELOPMENT...

The PR director at Capcom Japan, Junichi Nukui, finally confirmed that several teams are working on games for the N64. Included in this new batch of info is a hot puzzler that was being talked up at E3 by Mr. Okamoto (ex-Capcom Head of Development Manager). It's currently in development over at Blue Sky Software (creators of the original *WSB* and *Neonman* on Genesis). The big news from Capcom, however, is the likelihood that the N64 will get its own version of *Street Fighter*. It's likely, though, that it will make an appearance on the 6400 due to Capcom's belking at the high price of carts—seems they remember the *Super SF2* debacle all too well! While it isn't confirmed which SF will make an appearance, it's more than likely SF3 or the update: SF3 2nd Impact. Perhaps more importantly is the word that Capcom is also working on at least one N64-exclusive title. The rumor mill is churning with word as to what it could be, but *Bionic Commando* or *Strider* are the likely candidate (I don't care which, but let it be one of them!). Other games in development are the all-remixed *Ghosts 'n Ghouls 64* and *Megamix 64* which is said to bring Mario to it's knees...we'll see. In other Capcom news, look for a *Capcom Collector's Edition* featuring *Ghosts 'n Ghouls* as the first to go.

## MEANWHILE, UP IN THE NINTENDO 'TREEHOUSE'

I recently had a chance to talk to a friend at mine at Silicon Graphics about what Nintendo has coming down the line in new hardware, and he mentioned that SGI's been working on an upgrade chip, similar to the FX chip, for use in the Big N's 64-bit beast. The new accelerator, code named: FX64, should be able to push 600,000 polygons and is rumored to make an appearance right around when Sega sets the specs for its new 64-bit mega machine is stone—in other news, *Zelda 64* is now up to 256 megs (that's 32 megabytes for the computer literate), which makes it far and away the biggest N64 game ever! *Zelda* will still make a Christmas release this December in the land of the rising sun, but won't see the light of day stateside until late spring, early summer. The main reason for the delay is that the text translation is taking much longer than planned, and hence, a big delay. Some more interesting tidbits include the fact that *Yoshi's Story* (no long *Yoshi's Island*) and *F-Zero 64* will clock in at 126 megs each. *Metroid 64* will make its debut at the Shoshinko for the 6400. No word on how far along development is, but we do know that the game is scheduled for a Christmas '96 release (I mean Nintendo, you can do better than that). Of special interest is the possibility of *Metroid 64* being the first cart/disc combo on the N64. Rare is also keeping busy with work, having just begun on a new 3D corridor game utilizing the Goldeneye engine (more deathmatch—bring it on!). There is also this persistent bit of info regarding a possible CG *Donkey Kong Country* movie, produced by Disney and the Big N—much like *Jay Story*, but much better. *Tezuka* sphere will not be released in Japan as a cart, rather it will be held back for the Merck launch date of the 6400. Also, I recently received word that *Killer Instinct 3* is on its way to the 6400 and the team responsible for *Cowher's Quest* will start on the project sometime next summer. The 6400 is still

scheduled for a Sept. '96 release in the US, and will include a peck-in game. Apparently, *Donkey Kong 6400* has gotten the nod as the launch title for the US debut. In some disappointing news, the N64 version of *Tomb Raider* in development has been circled due to the limitations of the cartridge format.

## SEGA SAYS ADMITS 3Dfx—HELLO NEC!

In Dural news, Sega recently confirmed that their agreement with 3Dfx has been used in favor of NEC's Power VR2 board. This 3D architecture is said to push 2-4 million polygons per second at 60 frames per second, not 6 million as has been reported elsewhere. Some of the unique effects capable on Dural include bump mapping, toed management (I hope this doesn't mean more lags), phong shading, isotropic filtering, and turbus-based rendering. There is also anti-aliasing of textures and edges for every pixel on the screen. The texture size is rumored to be 512x512 (for comparison the PS is 32x32, and the N64 muzzes out at 64x64) which not only smashes all other consoles but even Sega's own Model 3 board (128x128). Dural will feature four different resolution modes: 320x224, 512x440, 640x460 (default), and 1024x768, as well as a modum. The CPU will be a Hitachi SH series 126bit at 250 mhz, and will be equipped with a 16x CD drive, 6 megabytes of RAM (minimum), and 4 control ports all for under 30,000 yen (\$300). Also, it seems that Windows CE is set as the OS (there come the PC parts). Dural is set for a 4th quarter '96 release in Japan, and there's word going around that we may get it soon after. Current 3D parties thought to be developing are Core, Shiny, Warp, Konami and Capcom. On another note, Sega will have released 20 first party and 60 third party 3S games by the year end in Japan. Sega is also shipping five NetLink games plus six upgraded browser in Japan.

## PLAYSTATION OUAKE ALMOST A REALITY!

Get this: GT Interactive is currently in negotiations with none other than programming genius Lobotomy Software for a PS version of *Quake*. Lobotomy has an engine up and running faster than the Saturn version, with even cleaner textures. If the PS version goes ahead it will also feature a split screen two-player model! Wow! We'll have more details next month. Lobotomy's also knee-deep in development of a top secret N64 title, though not much is known at this time. But if they can do *Quake* on Saturn, just think what they can do with an N64...



These shots of *Burning Rangers* arrived only moments before the issue shipped to the printer, but we just had to share them with you!!!

## HERE'S A QUICK LIST OF SOME OF THE NEW GAMES THAT WILL DEBUT AT THE SEPTEMBER AN ARCADE SHOW IN JAPAN:

### CAPCOM

*Street Fighter* tit: 2nd Impact  
*Pocket Fighter*: 50 Capcom characters fight it out.  
*Private Justice School* (see above text)

### KONAMI

Racing Jam 50X: new racer  
*Takimaki Memorial*: Tell Me Your Heart Soul  
 Version Plus (sticker machine)

### SUNSOFT

Shanghai  
*Astra Superstars*: fighter

### JALECO

Over Row Twin: racer directed by Kamekichi Tsuchiya  
*Tetris Plus*

### SEGA

*Virtua Fighter 3 TB*  
 Get Boos  
 Sued Race Plus  
 Last World Super Version  
 Winter Heat (Decathlete 2)

### TAITO

G Derks 2  
 Putchi Carrot  
 Psychic Force 2

### TECMO

Gallop Racer 2

### NAMCO

Air Gals  
 Touken Retsuden 3  
 Super World Stadium  
 Liberty Grade

### HUMAN

Mysterious Adventure Pharaoh Garden

## FINAL ROUND—FIGHT!

- The PS will be \$99 by the end of the year. The day after the Sony drops their price, watch Nintendo follow suit.
- Contra will debut at the Show-Formerly-Knew-Az-Shoshinko for the N64.
- Total J is in development for the PS.
- Sega of Japan is working with Fujitsu to create a new online RPG. Titled *Dragon's Dream*, players will use their Saturns to connect to Hillserve (think AOL, ie Japan) over the Net. Once connected, players create a character, and become part of a huge fantasy world. Players can interact with other players from all over, explore vast dungeons or a host of other things (Ultima Online lookout).
- Capcom has announced *Private Justice School*, a new 3D arcade fighting game. The game takes place inside a Japanese school, with various students battling it out against one another. Each player picks a capsule and supporting characters (like in their popular Vs. line), and combos and specials are easy to perform. *Vampire Hunter 2* also just recently started popping up on test in Japanese arcades: SF Alpha 3 is also heading our way early next year.

**JAPAN NOW UP TO THE MILLISECOND NINTENDO SUPER SCOOPS... THESE SHOTS CAME IN LITERALLY AT THE LAST SECOND! SORRY IT'S SO PLAIN BUT WE HAD TO JUST THROW DOWN. ALL DATES ARE PER JAPAN. BYE! F - ZERO 64 • COMING 1ST Q. '98**



## **ZELDA 64 • COMING IN DECEMBER**



## **YOSHI'S STORY • COMING IN DECEMBER**

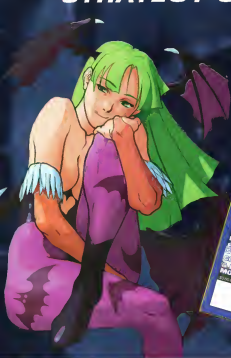


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Dear Postmeister,

Let me start off by saying that I am a HUGE Neo Genesis Evangelion fan. I know that there is an Evangelion game for Saturn in Japan. Unfortunately, I only own a PS and don't plan on buying another system for just one game. So, will this game or a different Evangelion game come out for PlayStation? I sure hope so!

Also, do you happen to know if there is going to be a *Chrono Trigger* 2? Because, in the FFVII behind-the-scenes interview with Nobuo Uematsu, he said, "I am working on a new project that I can't discuss at this time." Could this be *Chrono Trigger* 2? Please say it is!

Thanks,  
Michael Bleszkowski  
P.S. "Tsaki Ni Keweto, Oshicki Yo!"

**Bad news, Michael.** Sega owns the exclusive rights to any future console games based on Evangelion. The only other Evangelion games you'll find are for PC. As for *Chrono Trigger* 2, well, Square hasn't announced anything yet, but we did see a 3D model of Marie in a photo at Square's office way back when FFVII was announced. We still don't know what Nobuo Uematsu's "secret" project is, but seeing as the composer from the original CT (Yasunori Mitsuda) is now working on Xenogears, it's possible that Uematsu is doing CT2. Don't hold yer breath though, it can cause brain damage (Hmmm, maybe that's why I've been yearning for a good game of Doom).

Dear Postie,

By now, everyone in the world either owns a Sega Saturn, Sony Playstation or Nintendo 64. I, on the other hand, own none of these systems. Why? Because when I heard the news about the Hyper Neo-Geo 64, I flipped! I've been a follower of SNK's for quite some time and think their older games still hold up to today's games. I have a couple of questions about SNK's new machine and was wondering if you could help?

1. When exactly will we start seeing games for the machine? Also, when will the machine be released?
2. Will there be a home version of the Hyper Neo-Geo 64?
3. Do you have any specs on the machine?
4. Is SNK planning to make any more of their older titles for their 64-bit machine?

I know I'm jamping the gun since we've only seen a few photos of *Samurai Showdown 64* but I'm stoked about a new machine from SNK! All I can say is: it's about time!  
Scott Slickien,  
Hempstead, NJ

1. *Samurai Showdown 64* and *Round Trip RV* should be out in Japan by the time you read this. No word on a US release date.
2. We've heard rumors that a home version may be out in Japan as early as this Christmas—break out the bee-er, milk!
3. Yes. But I don't have the space to print them off. Think 2D monster with hardcore 3D.
4. They stated that they will continue to produce 2D games as well as 3D, though they haven't mentioned any specific titles. KOF '98 anyone?

Dear Postmeister,

I have been a videogame enthusiast for the past twelve years and now work within the industry. During those twelve years I've seen some fantastic arcade games which have never been converted properly to home systems. Thankfully, some companies have started to release some of their older titles, like *Outrun* and *D&D Towers of Doom*. I've compiled a wish list of games that would be great on 32 bit. Hopefully you can give some indication on the likelihood of any of these games getting a release.

1. *Ghosts 'n Goblins Collection*—Sorely Capcom can see that a compilation CD containing both arcade titles would be a red hot seller.
2. *Commando Collection*—How about arcade perfect conversions of *Commando* and *Mercs*?
3. *Turbo Outrun*—With the original already available on the Saturn, it would be great to see the vastly underrated sequel given the same treatment.
4. *Willow*—I know you'll agree with this one.
5. *Aliens*—It's a travesty this brilliant Konami coin-op hasn't been converted.
6. *Aliens Vers Predator*—I have read some time ago that Capcom planned to convert AVP, but have not seen anything recently.

These titles are top of my list, but other games include *Final Fight*, *Carrier Airwing*, *Captain Commando*... In fact ANY Capcom compilation disc! I know GameFan recognizes the value of some of the older arcade games; so perhaps magazines such as yourself can let the likes of Capcom and Konami know that conversions of their classic coin-ops would be much appreciated.  
Yours Sincerely,  
John Watson  
Renbushire, Scotland

*Oche Aye!* A letter all the way from Bonnie Scotland. Well John, as far as we know, NONE of the games you mention are being ported to a 32-bit console. The closest Capcom has come to a classics disc is the *Street Fighter Collection*. We can only pray

that Capcom sees fit to re-release some of their older coin-op classics, like Konami and Namco have—I'm still holding out for a perfect port of *Pong* to the nextgen systems (ed's note: Posty has been in treatment for dementia over the past few months; you can send flowers care of his address).

Dear Postmeister,

Here are a few Q's I thought only you could answer:

1. I'm not sure if I'm using the correct terms, but what are the advantages of using streamed CD audio vs. redbook audio?
2. At a bargain bin at Toys-R-Us I saw several copies of SFZCC for Genesis. What caught my eye was that they were packaged in the new paper boxes rather than the old clamshells. The box art was the same, but on the back it said "distributed by Accolade's Billistic label." Since when did Capcom strike a deal with Accolade?
3. Why haven't add-on RAM carts been released for Saturn or PS over here?
4. Please, PLEASE bring back the Graveyard. I could think of many sleeper hits that need some reviving.

I've been with Gameten since issue 5 and you guys have never let me down. The quality of pictures, layouts, news, reviews and editorials exceeds anything any competitor puts forth. Travis Warren  
Jackson, KY

1. Streamed audio allows you to load in game data and play CD quality music simultaneously. It also allows companies to make money (big money in Japan) by selling separate music CDs, since streamed soundtracks can't be listened to on an ordinary CD player.
2. Capcom and Accolade? Weird! Maybe it's a conspiracy. Maybe Capcom is Accolade. Maybe whenever Capcom made a really bad game, they'd release under the Accolade label to preserve their reputation. Sort of a gaming equivalent of an Alan Smithie film!
3. There is no RAM cart for the PS. And Sega won't release the Saturn RAM cart over here because it might increase sales, and everyone knows they want the Saturn to die so they can roll out their new system. Just kidding, Segel. A hell resurrection of the Graveyard is in the pipeline. Stay tuned.

Dear Post Toasties,

GameFan magazine is the best thing to happen since the gaming industry started. It's perfect, don't ever change a thing. Now I just read in Vol. 5 issue 7 that Squaresoft is planning a movie based on FF. Will this be a movie on the PS, or a theoretical release? I also read that FF8 will be out in 1998. Is this true?

Now on to other things. Has Capcom released any other info on BoF3 and its release date over here? RPGs rule! Is there any chance that *Art of the Laid 1* or *2* might be translated to English? My last question—after Ogre



Battle, is there any chance that we will see a 32-bit version of *Star Ocean* or *Tales of Phantasia*? Well, that's it for me. So many RPGs to play, so little time.

Michael Viachi  
Norwich, NY

The FF movie will be a theatrical release, though Square says it will somehow be related to the story of FFXI. FFXII should be out by the end of '98. The only way you're going to see Arc The Lad is if a third party (like Working Designs) decides to bring it/ them over. Look for the sequel to *Tales of Phantasia* on PS before the end of the year, and *Star Ocean 2* next year. I can appreciate the "so little time" comment. Ever try to do a full time postal job AND answer all these letters? Think I'm gonna go and get my shotgun cleaned...

Dear Postmeister,

I would like you to realize before I begin my agenda that your magazine is without a doubt the most reliable, informative and visually superior (thanks to glorious layout designs) out on the market today. Your reviews are fair, your team is reliable (how often do you see that?) and your insights are intelligent. I have been a loyal reader since issue #1, and I'm proud to be a part of the GameFan universe.

However, though you strive for perfection I have some slight accusations that I thought I would bring to your attention.

1. Your *Tomb Raider* review for the Saturn version seemed fairly inaccurate in my opinion. Having owned both (I owned the Saturn version first, then the PS version). I found them to be fairly similar. You should keep in mind that *Tomb Raider* is one of the most visually impressive games yet available for the PS and Saturn and the Saturn version is more than respectable in comparison.

2. I am slightly discouraged by the tremendous amount of attention regarding FFXIII for the PS. I myself am eagerly awaiting the game, but I am not for a moment baring the optimistical approach that it will be THE greatest RPG of all time. *Final Fantasy* boasts graphics, music and sound, but the character studies and clichés used (with the exception of FFXII) do not quite live up to the other RPG giants such as *Dragon Quest*, *Y's* or *Lunar*.

3. This next question may seem a tad deleted, but I was curious as to why *SF2: The Animated Movie* has been so highly publicized. It was a good movie, but *Fatal Fury: The Motion Picture* was so much better. *Fatal Fury* had better animation, better characters, and a better plot. I am shocked that FF has been the underdog in both worlds of electronic games and anime.

I appreciate your time, and best of luck in the future of GameFan  
Mark Whelan  
Decatur, IA

While I'm all for constructive criticism, I think Mark's letter falls down on a few key points. 1. *PS Tomb Raider* absolutely destroys the Saturn version! It has better lighting, cleaner textures, more polygons and a better frame rate. 2. Whether FFXIII is the greatest RPG of all time or not, it's still an epic, ground-breaking adventure that deserves all the attention it gets. 3. Actually, I agree with you on this one. The FF:TMP movie was better than SF:TAM (even if it did have a gratuitous Chun Li shower scene). But electronically? *Fatal Fury* a better fighting game series than SF2? I think it's time for a Postmeister re-education assignment: go let FF demo on your game machine (out of the corner of your eye) and then play *Rise of the Robots* for 24 hrs while catching glimpses of FF. Subliminally powered into your brain, you'll never want to play FF again after that kind of association. Incidentally, this also works for people that want to diet, quit smoking and cure drug addiction.

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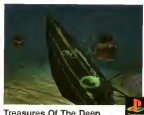
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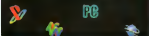
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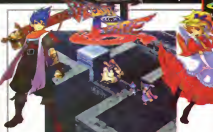


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